

# NINTENDO POWER

July/August 1988

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Tip Book

## MEGA MAN II

Dr. Wily Launches  
Lunatic Plot

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**Hit Previews**

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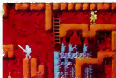
One of the most versatile heroes we know in a 16-page MEGA-review.

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## VIDEO SHORTS

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## PAK WATCH

Fast forward to future fun!

### 1-UP SPECIAL ————— 89.

In celebration of our 1 YEAR ANNIVERSARY, three pages of 1-UP tips!

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## SUPER POWER BONUS TIP BOOK

### INSIDE OUT SERIES

36-page Nintendo Power insert: Super Mario Bros. 2 Tip Book! First of two parts! Keep it! Use it! Become the best! Amaze your friends! It's free!



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# Players Pulse

## MAIL BOX

### AN ARCADE AT HOME

I love playing arcade games, and thought of this great idea last summer. Everyone thought it was dumb and that it wouldn't work. Well, I had the last laugh because I did it! It took about two months and \$200 to build. It stands approximately six feet high, just like a real arcade game, except mine has a magnetic strip at the top to hold maps and places for my TV, two Advantage Joysticks, two Max Joypads, two NES controllers, tip books, 3-D glasses and all my magazines. It even has holders on the side for pop cans if you're thirsty!

**Will Turnbow**  
Cody, WY

Terrific! We thought your idea was very innovative, Will, and it sure looks like a lot of fun!



### WHERE'S MY MAG?

I love reading Nintendo Power, but instead of arriving at my house at the beginning of the month, they get here towards the end of the month. Why is this?

**Jordan Kalil**  
Mercer Island, WA

You're not alone, Jordan. Nintendo Power fans shouldn't expect to receive issues of Nintendo Power until the third or fourth week of the first month listed on the cover. For example, Nintendo received the March/April issue from the printer during the first week of March. Then, it took about a week to address them and an additional two or three weeks for the post office to deliver them. Therefore, most people received the March/April issue around the last week of March.

By the way, the information in Nintendo Power is timed to be read according to the above schedule. When the magazines do reach subscribers, all the news is current.

## SEND YOUR PHOTOS & LETTERS!

Don't forget to take Nintendo Power with you on Vacation this Summer. Send us your photos, and you may see them right here!

### WHY, WHERE, HOW, WHEN, WHO?

I've been wondering some things about NES characters. How old are Mario and Luigi? Do they have a last name? Are they twins? When's Link's birthday? How old is he? Did he marry Princess Zelda?

**Jackie Verbon**  
Albuquerque, NM

We wish we could answer all of your questions, Jackie, but the fact of the matter is that some questions simply don't have answers. We feel that NES fans have enough imagination to conjure up some of their own fun and interesting facts about NES characters!



Here's the winner of the Giant Holiday Giveaway, Mike Lee, and pal Miles Ward showing off their Nintendo Power jerseys on the trip to Disneyland Mike won. Looks terrific, guys!



## VIDEO SPOTLIGHT

I consider myself a Power Player, and my friends agree with me. My best game is *The Legend of Zelda*. I repeatedly defeated Gannon with the Magic Sword, so I decided to make it more challenging by using the White Sword instead. I have continued to make the game more challenging by using weaker swords and fewer powers.

Today I can defeat Gannon using the Wooden Sword and the Blue Ring without dying in both Quests. It is no easy task, especially in the Second Quest, but it can be done.

I encourage other *Zelda* fans to try this feat. Today I start a new task of defeating Gannon with the Wooden Sword and no rings!

**James T. Winch**  
Mazomanie, WI

My name is Richard Rick III. All Bukhari and I feel that we are true Power Players. As an example of our achievements, the first time we played *Contra* we cleaned house in half an hour with three men each. However, we found ourselves gaining weight from sitting around playing Nintendo. Our situation is getting considerably better with the Power Pad. We have improved our score in the hurdles in *World Class Track Meet* from 45.12 to 34.09 seconds. We have found the Power Pad to be excellent exercise and great fun.

**Richard Rick and Ali Bukhari**  
Marion, OH

I think I am a Power Player or maybe just a good player. I have conquered many games. I don't give up, I don't get mad, I just adjust my level of thinking to the character I am controlling, get the juices flowing, and let 'em have it! Here is my advice for people who don't think they are Power Players:

Don't get depressed over a failure; even Power Players aren't perfect.

If you ever defeat a hard to beat enemy, just remember, it's not luck but skill that enabled you to do it, no matter what anyone says.

If someone says, "I let you win", most of the time you actually beat them fair and square.

**David Whittaker**  
Berkley, MA

## Power Player Profile: Chuck "The Whiz" Burks

**City:** Atlanta, GA  
**Age:** 36

**Favorite Game:** *The Legend of Zelda* has been my favorite since I got it, but *Super Mario Bros. 2* is running a close second.

**Outstanding Video Accomplishment:** When I heard that *Super Mario Bros. 2* had been released, I went to a local store. Luckily, I got the last copy out of an entire case they had received earlier in the day. I rushed home with my new Game Pak anxiously awaiting the adventures that lay ahead of me in *Sub-Con*. This was on Saturday

afternoon. By Tuesday night, I had worked my way to World 7-2 and had located Wart. On Wednesday morning I fed him his vegetables, and defeated him!

**Other Video Accomplishments:** I



have gone through *The Legend of Zelda*, *Metroid*, and *Kid Icarus* several times without losing a single life. In *Nintendo Golf*, I shot -12 just two days after getting the game.

**Special Strategies:** In *Arkanoid*, know how to use power capsules and even if you're not a whiz at geometry, know your angles. If you travel, as I do, take your NES and game paks with you. They make a welcome companion when you're away from home.

\* \* \*

Opel Last issue's Power player was Brian Eakin's (not Brian Michaels).

Dr. Wily, genius, evil scientist, and all around instigator of chaos will stop at nothing with his plans for global domination. His first scheme is for the obliteration of that do-gooding hero, Mega Man.

# MEGA MAN II



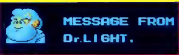
Yes, Mega Man, defender of freedom, has launched an assault on Skull Castle. But before he can come face-to-face with the dreaded Doctor he must meet the fearful guardians of the Doctor's realm, the wicked Wily-Force.



TM of Capcom USA, Inc.



Dr. Light, Mega Man's creator and mentor, has prepared three obstacle conquering devices to aid the blue bomber in his attempt to thwart the evil designs of Dr. Willy. Dr. Light will have these devices ready for Mega Man to use after he completes the Airman, Heatman and Flashman stages.



### LEVITATION PLATFORM

Device 1 allows Mega Man to go up, up and away! Mega Man can have up to three of these up-lifting apparatuses on the screen at once.



### JET SLED

Device 2 speeds Mega Man along toward his goal! He'll be able to ride it until it hits a wall or until the device's energy is depleted. This gadget will be of special use to our hero in the Heatman stage.



### WALL-WALKING PLATFORM

Device 3 will assist this daring do-gooder in reaching out-of-the-way places. This cool contraption lifts higher and works in smaller spaces than Device 1, but Mega Man will have to be close to a wall in order to make use of it.



Before he takes on Dr. Willy, Mega Man must battle his way through eight levels of mechanical mayhem. After defeating each level leader, he will receive the special weapon of that villain. While he can conquer Doctor Willy's eight creations in any order he pleases, it is recommended that you tackle these automotons in the order Mega Man does in the following pages.















Two more stages of fast paced fury and madcap thrills await the champion of justice. Here are a few peeks at what is in store for this fearless blue brawler!

## FLASH MAN!



Mega Man will be slipping and sliding past wicked Walkers on his mission to retrieve Flashman's Time Stopper! He will find that using the Bubble Lead here will bring Walkers to their knees.

## QUICK MAN!



Deadly Force Beams and illuminating Firepots stand between Mega Man and the sultan of swift, Quick Man! The Flashman Time Stopper is essential here so that Mega Man can freeze the beams. While meeting Quickman for control of the Quick Boomerang, Mega Man should run, turn and fire!

## DR. WILY!



Finally! After defeating the outrageous Wily-Force Mega Man will enter mysterious Skull Castle. Will he be able to defeat the doctor's elite guardians and confront the engineer of evil himself? Dr. Wily is waiting!



The secrets of Skull Castle are myriad and mysterious, what other surprises are in store for our hero?





# FAXANADU™

The World Tree has always protected your village, providing it with sweet and life-giving water. But now the Evil One from the underworld threatens the World Tree and your town's very existence. In Faxanadu, Nintendo's newest role playing game, you are the hero who journeys through the World Tree. Once you start playing, you won't be able to stop until you have solved the game's many mysteries!

Eolis  
an Elf Town

I'll teach you the ways of the warrior!

Have an audience with me first!

I feel stronger already. I'm almost ready to go!

It's wise to learn magic!

Returning from a long journey, you find that your hometown of Eolis has almost become a ghost town of crumbling buildings. The life-giving Elven Fountain has dried up, and hideous creatures led by the dwarfs of the underworld have rained your town and robbed your people. Chosen by your King, you must embark on a dangerous mission through the five towns of the World Tree. Although you are an inexperienced, youthful adventurer, you know that you have the necessary spirit, strength, and courage to succeed where others have failed.

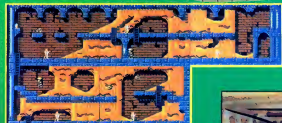
Purchase weapons and magic first, then buy as much of the Red Healing Potion as you can.

Don't worry about running out of money—you'll win Coins for defeating enemies!

## Town of Apolune

Reaching Apolune will be possible only if you brought the Dagger in Eoils. Apolune has shops, as well as a hospital and Inns where you can talk to townsfolk. The Mattock is required to enter a cave full of hostile monsters which you must conquer to continue.

We townspeople like to gossip. Don't forget to ask us for information.



Advances to the next town for more challenges

## Low on cash? Try this "Power-Up":



Be sure to wear the equipment you buy, or it won't be of benefit to you.



It's possible to raise his and magic law is to maximum here.



Direct magic, which can be bought in town, provides a quick Power-Up.

Before climbing a ladder, defeat all the enemies in an area.

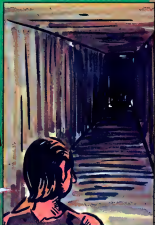
Go back through this area several times, to gather Coins. Use them to buy useful items in the town.



## Mattock Power!



Enemies are surely hiding in these dark caves...



## Buy this J-Key, find the Mattock.

I've used buy.

You'll need both the J-Key and the Mattock to get through Apolune. Stop at the Key shop in town and buy the J-Key for 140 units of gold. Travel along the dark cavernous passages, defeat the enemy, and the Mattock is your reward.



## A safe place to stand!



Stand here and wield your Sword or Dagger. Be patient, and victory will be yours!



Coins or Bread are your reward, depending on what kind of foes are defeated.



## Town of Forepaw



With Wing Boots, you can fly!

Although this is only the beginning of your quest, the evil Dwarfs and their monstrous followers are making the going increasingly difficult. Clues from the villagers are becoming more important as the mysteries of the World Tree deepen. Near Forepaw, you must revive the Elven Fountain, a difficult task for even the hardened adventurer! Look everywhere for clues...

What an eerie prairie; it seems endless...



Use the Wing Boots wisely, as they only last for 30 seconds.



## Reviving the Elven Fountain:



Using the Wing Boots, fly up to point A and visit the Old Men in the Sky. He'll revive the first Spring.



Next, go into Door B, find and revive the Spring of Trunk (using the Elber), and obtain the Joker Key from the Guru.



You can then open Door C, revive the Elven Fountain, and win the Ring of Ruby.



After reviving all the Springs, the Elven Fountain will flow again, and you can continue your journey!

## Door B leads to the Tower of Fortress.



Full of evil monsters, the Tower of Fortress is a maze, as the map on the next page shows. Use the Red Potions wisely and get the Joker Key to open Door C.

... but you need to explore it to advance in your quest.



You may wish you could avoid the Tower of Fortress...



## Get the Ring of Ruby!



This is the third Spring Once revived, the Elven Fountain will flow again!



Thank you for coming. I'll revive the Spring right away, and give you the Ring of Ruby. Now, you can move the rock atop the Elven Fountain.

Be prepared for sudden attacks with plenty of life energy and Red Potions.



## Invaluable Coins!

Find a hidden Power-Up item on your way to see the Old Men in the Sky. Don't miss this chance to get a free item.



This is another area that you can go through repeatedly to gain Coins and extra bonus items.



The Elven Fountain is flowing and the people are happy! I've solved the first mystery!

To finish this area, be patient and persistent. Save your gold and spend it wisely. Since you can only use a Key once, you may want to get several of each kind.



# FAXANODU

Continued on World Tree

Beyond the World of Mist lies the World Tree!

## Victim



## A World Tree Odyssey

- Daybreak - a branch town
- Gondate - a branch town
- Dartmoor - a tower near the Evil Place
- Fortep - Zenit
- Lair of the Evil One
- Ppropaw - a trunk town

## Mascon



A  
Arrive at this point when you warp using Wing Boots.

A  
From here, warp to point A using Wing Boots.

This is the entrance to the labyrinth shown above. Explore this well and all other dungeons.

Continued from page 31, this map details the World of Mist.

Warp to this point and then warp to the top of the tree. This map shows the way to find the entrance to the World Tree from there. You'll see a sign over it.

Villagers with wooden clubs live in these houses.

Clubs

TOOL SHOPPE

for C

B

for B

C

Clubs

Clubs

Clubs



## The Tower of Fortress

This is a map of the Tower of Fortress. Several Red Potions will be needed to get through it alive. Your first goal is to go to location A and get the Elixir. Then, bring it to the Old Man at location B so he can revive the Spring. Finally, acquire the Joker Key at location C.

### A You can make it!

The Ghost Worm looks horrible, but it is easy to defeat. Attack it with your Long Sword while on the left platform, and you'll triumph with only six hits!



If you have Turbo, use it to easily defeat the Elixir Guardian, and other enemies.



SHOO!

Wah-oh-mer!

### B Give the Elixir to the Old Man.

To make the Fountain's water flow once more, you must revive the three Springs which feed it. You also need to obtain three important items: the Elixir, the Joker Key, and the Ring of Ruby. Strong enemies and difficult obstacles block the path.



I risked my life for this Elixir!

Thank you! I needed the Elixir to revive the Spring. I can give you more information if you ask me!



### C Get the Joker Key on your way back.

Visit the Guru who lives in the house at location C, and he will give you the key that opens Door C on the map on the previous page.



Beat the evil that Monster!

The Guru may have other clues. Ask again.

Ask the Guru for the Joker Key.



Now get the ring at Door C on the previous page. Use the ring to reach the door above the Elixir Fountain.



At this point in the adventure, you may think you have seen all that the evil spell-casting dwarfs have to offer in the way of strange, monstrous servants. Ahead you will see that this is not the case, as more bizarre and grotesque creatures await you. If you keep fighting and gaining experience, you should be able to triumph over the enemy. The people of the

World Tree are counting on you! Use the map/poster and press on to your final goal: the Palace of the Demon King!

NAME: LARRY  
 NEXT STOP: ...  
 WEAPON: ...  
 ARMOR: ...  
 SHIELD: ...  
 MAGIC: ...  
 LEVEL: ...

### Gear up for adventure!

Each experience and buy equipments and the powers of this hero you are destined to become will be yours. Be ambitious and earn the ranks of glory!

Good Luck!!



A special shower of stones!



# COUNSELORS' CORNER

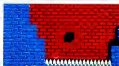


## Legacy of the Wizard

How do I go about finding the Crowns

Each Crown can be reached by only one particular character using the items that are exclusive to that character. By trial and error, and testing the different character's abilities, you will be able to find out exactly where each character can go. To make your way to the Crystals, you must learn how to move and manipulate blocks. While other characters can destroy or throw blocks, Xern has a very unique ability in that he can move blocks one space at a time with his Gloves. By holding the A Button, and pushing against a block, he will be able to move it in the direction that he is facing—Up, Down, Left, Right, or diagonally. He can also move a block to the left or right while standing on top of the block by facing in the direction that

he would like to move and jumping straight up and down. This is a very useful technique when Xern must traverse a long gap. He can ride a block by facing the direction that he would like it to move, standing close to the edge and jumping straight up and down. The block will move over in the direction that Xern is facing and slide under his feet so that he will end up standing on the opposite edge. When Xern is using this method to traverse across a room, you may find it useful to take the cursor off of the Gloves so that he doesn't accidentally move a block in the wrong direction.



Spikes are no problem if you hold Up on the Control Pad.

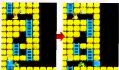
touch all of the walls and test the bricks to see if they might disappear. Also, long stretches of spiked floors may seem impassable as your character will lose a lot of energy by walking on the spikes. If you hold Up on the Control Pad while your character is on the spikes, however, he or she will not take any damage from them.



Watch for disappearing bricks.



One thing to keep in mind is that there are virtually no dead ends in this game. Sometimes you will need a specific character to pass by an area and sometimes you will be able to get by using any character if you know what to look for. There are a lot of bricks that dissolve upon contact. If you get to an area that looks like a dead end, it is very important to



Reset the formation of the blocks by leaving and returning.



If you destroy, throw or move the wrong blocks and would like to restore the scene to its original position, you can leave the area by climbing up or down a ladder and returning. The blocks will reset.

## Bases Loaded

Occasionally, when your pitcher is having an off day, he'll throw a few pitches that are off the mark and could possibly hit the batter. Not all pitchers throw bean balls, but the ones that can should stay in control when pitching to one particular batter from each team. These hot-headed hitters are Oko (Philly), Lynn (Kansas), Frieda (Boston), Star (New York), Warner (Miami), Fendy (D.C.), Paste (Jersey), Debro (Hawaii),

My pitcher got into a bean ball battle. How did that happen?

Agua (Utah), Bacon (Los Angeles), Marcus (Texas), and Caras (Omaha). A pitching mound brawl may erupt if these sluggers are hit in each of their first three at bats.

They may pick a fight on fewer hits if beaned after the fourth inning.

Play ball and keep it clean!



High and inside



Look out!

## Ninja Gaiden

There are Areas in level 5-2 and 6-2 that I can't seem to pass. Any pointers?

Ryu must perfect his skill of precision jumping to conquer the advanced stages of this challenge. In Stage 5-2 there is a section with a high plot of land on the left, a narrow passage on the right, and a pit between them. Our hero has to get from the higher ground to the lower passage. By following a "Z" pattern he should be able to reach his destination. After Ryu has jumped and grabbed the right wall, he must diagonally jump down and to the left, and grab the bottom of the screen. This will take some practice. Then, an easy jump to the right will allow Ryu to move on.



Follow this pattern to get to the next ledge in Stage 5-2.



In the third leg of Stage 6-2 there is a section that can be passed easily if Ryu doesn't hesitate. At the start of this leg, he'll be able to reach over a gap to defeat an enemy. Then, he must jump across the gap, defeat a bat while still running, leap to the third ledge and jump straight up to

elude another enemy who will run under him and out of the way. If Ryu slows down along the way, he may be hit by oncoming enemies. After this quick maneuver, Ryu can rest for a moment and the cross tossing reaper on the next ledge will disappear off of the right side of the screen.



Wait here for a moment and the reaper will disappear.

# COUNSELORS' CORNER



## Dr. Chaos

### Where is the Ultra Space Sensor?



The Ultra Space Sensor is an extremely valuable item which will let you know exactly when you've come across a Warp Zone. Once you have it, there will be a blinking indicator when there is a Warp Zone in the vicinity. You'll find this item on the first floor. Enter the third door that you come to and turn left. You will come across another door. Enter

here and turn to the right. When you see the window, dive through and you'll be entering the first Warp Zone. After you have warped, move on and eventually you will encounter a huge creature that guards the Ultra Space Sensor. Finish off the enemy, take the sensor and continue on your adventure.



Enter here.



Turn left.



Turn right.



Go through here.

You made it!

## Game Play Counselor Profiles



### Mark Debelack

Became Game Counselor: September, 1988; Hobbies: Scuba Diving, Writing, Computer Games, Reading; Best Game Accomplishment: Finished The Adventure of Link with only one character; Favorite Game: Mega Man II



### Jeffrey Hutt

Became Game Counselor: February 6, 1988; Hobbies: Skiing, Sports, Video Gaming; Best Game Accomplishment: First person at Nintendo to complete Ninja Gaiden; Favorite Game: Nohbuta's Ambition



### Jeff Palmer

Became Game Counselor: October 1, 1988; Hobbies: Computers, Cars, Weight Lifting and Nintendo Games; Best Game: Accomplishment: Solomon's Key 15,449,850; Favorite Game: Solomon's Key



### Scott Perras

Became Game Counselor: April, 1988; Hobbies: Computers, Role Playing Games, Comic Books, and Sports; Best Game Achievement: Completed Double Dragon with only one character; Favorite Game: Mega Man II



## Friday the 13th



The camp counselors at Crystal Lake have different strengths. Crissy and Mark are the best runners and jumpers. This gives them the ability to defeat enemies at the beginning of the game more easily than the other counselors. At the outset, choose one of these quicker characters to defeat enemies until you receive a Dagger. Then pass the Dagger off to a slower character and continue to use the stronger characters until



Crissy and Mark will be able to earn advanced weapons quickly.

## How do I collect stronger weapons? Where are the Sweater and Pitchfork?

all of the counselors receive Daggers. Each counselor should then be strong enough to go out on their own. The strongest weapon that the counselors can earn by defeating enemies on the outside is the Machete.

The six largest cabins in the camp have fireplaces. If all of these fireplaces are lit by the counselors, you will receive the Flashlight. This item will make it easier to find Jason's mother in the cave. When she has been defeated, you will receive a weapon that is one step up from the one that you are holding. Also, when the Fireplaces are lit, the Machete and the Axe can be found in the cabins that are in the woods, and the Torch will be in one of the cabins that are close to the lake.

After Jason has been defeated once, he will return stronger than before. At this point, if you defeat Jason's mother, you will receive



You'll have to meet with these monacs several times to restore peace to Crystal Lake.

the Sweater. This disguise will lessen the impact of Jason's blows and allow you to, defeat this manic camper for a second time. He will return even stronger and you will be able to do away with Jason's mother once more in order to receive the Pitchfork. This hefty weapon will give you the power to go after Jason for a fight to the finish.



NINTENDO POWER  
Attn: Counselors' Corner  
P.O. Box 97033  
Redmond, WA 98073-9733



1-208-885-7529  
Nintendo Game Counselors  
are on call from 4:30 am to  
10:00 pm Pacific Time.









The summer is heating up with the hottest picks for your NES.


# TOP 30

New games and old. Adventure. Fantasy. Sports. Everyone has a favorite on the Top 30 list, but not every game can be number one. Check out the best and the rest below, then make sure to send in your top picks for the next round.

Use this key to find out how your favorites are doing.

 These titles are new to the Top 30. Keep a close eye on them.

 Games that are really on the move. These games have jumped up several places on the poll.

 Favorites that have maintained their popularity among the Top 30.



**1**  
12,900  
POINTS

## SUPER MARIO BROS. 2

By leaps and bounds, Super Mario Bros. 2 recaptures the lead. Goes to show, you can't keep a good game down.



**2**  
13,428  
POINTS

## ZELDA II—THE ADVENTURE OF LINK

The Hero of Hyrule hasn't given up. Just check out the point spread between first and second place.



**3**  
6,822  
POINTS

## NINJA GAIDEN

A Ninja appears unexpectedly from the shadows, like the way Ryu has shown up suddenly in third place.



**4**  
5,158  
POINTS

## THE LEGEND OF ZELDA

The princess isn't asleep in this one, and neither are the fans who know that this game is a classic.



**5**  
4,885  
POINTS

## TECMO BOWL

Everyone has heard about Rose Bowls, Orange Bowls, Sugar Bowls and Salad Bowls. But what's a Tecmo Bowl? Hot!



**6**  
3,077  
POINTS

## BLASTER MASTER

All things considered, chasing a frog into a radioactive hole seems a pretty stupid thing to do. But it's also fun.



**7**  
3,051  
POINTS

## BIONIC COMMANDO

The mission is almost impossible. The chances for success practically zero. Still, fans everywhere keep trying.



**8**  
2,929  
POINTS

## CASTLEMANIA II—SIMON'S QUEST

You can count on Simon. He's back in the top ten after spending one issue buried at number eleven.



**9**  
2,858  
POINTS

## MEGA MAN II

Are you ready for the Wily bunch? Well, this mechanized monster and its Wily friends are ready for you!



**10**  
2,857  
POINTS

## DOUBLE DRAGON

The Legend of Billy Lee continues to grow. Almost a year in the top ten, there are no signs of a slowdown.

## PLAYER'S FORUM!

- 11** 2,760 POINTS **ULTIMA**
- 12** 2,594 POINTS **TRACK & FIELD II**
- 13** 2,561 POINTS **METROID**
- 14** 2,260 POINTS **CONTRA**
- 15** 2,225 POINTS **SKATE OR DIE**
- 16** 2,196 POINTS **MEGA MAN**
- 17** 2,018 POINTS **BLADES OF STEEL**
- 18** 1,840 POINTS **TEENAGE MUTANT NINJA TURTLES**
- 19** 1,584 POINTS **RAMPAGE**
- 20** 1,548 POINTS **WRESTLEMANIA**
- 21** 1,546 POINTS **MIKE TYSON'S PUNCH-OUT!!**
- 22** 1,538 POINTS **OPERATION WOLF**
- 23** 1,499 POINTS **DOUBLE DRIBBLE**
- 24** 1,442 POINTS **SUPER MARIO BROS.**
- 25** 1,436 POINTS **CASTLEVANIA**
- 26** 1,383 POINTS **LEGACY OF THE WIZARD**
- 27** 1,158 POINTS **BAD DUDES**
- 28** 1,054 POINTS **THE ADVENTURES OF LOLO**
- 29** 947 POINTS **ROBOCOOP**
- 30** 822 POINTS **R.C. PRO-AM**



### Players' Picks



GAME

PTS

1	SUPER MARIO BROS. 2	5,535
2	ZELDA II: THE ADVENTURE OF LINK	4,922
3	THE LEGEND OF ZELDA	2,350
4	DOUBLE DRAGON	1,842
5	NINJA GAIDEN	1,647
6	BLADES OF STEEL	1,418
7	TEENAGE MUTANT NINJA TURTLES	1,350
8	METROID	1,290
9	BAD DUDES	1,158
10	BLASTER MASTER	1,131
11	SKATE OR DIE	1,076
12	CONTRA	1,067
13	SUPER MARIO BROS.	978
14	ROBOCOOP	947
15	MIKE TYSON'S PUNCH-OUT!!	905
16	RAMPAGE	795
17	WRESTLEMANIA	782
18	CASTLEVANIA	751
19	DOUBLE DRIBBLE	562
20	BASES LOADED	522
21	OPERATION WOLF	495
22	PAPERBOY	493
23	MEGA MAN	471
24	MEGA MAN II	448
25	ADVENTURE OF BAYOU BILLY	409
26	TECMO BOWL	402
27	R.C. PRO-AM	371
28	WIZARDS & WARRIORS	306
29	WHO FRAMED ROGER RABBIT	292
30	1943	265

### FUNTASTIC FANTASIES FAVORED BY FANS!

Whimsical, weird and wonderful games like SMB2 and Link have inspired the imaginations and votes of players around the USA.

### Pros' Picks



GAME

PTS

1	ZELDA II: THE ADVENTURE OF LINK	3,692
2	BIONIC COMMANDO	3,051
3	THE LEGEND OF ZELDA	2,808
4	MEGA MAN II	2,410
5	NINJA GAIDEN	2,366
6	ULTIMA	1,990
7	BLASTER MASTER	1,946
8	MEGA MAN	1,725
9	TECMO BOWL	1,592
10	SIMON'S QUEST	1,437
11	LEGACY OF THE WIZARD	1,282
12	SUPER MARIO BROTHERS 2	1,216
13	THE ADVENTURES OF LOLO	1,105
14	METROID	1,061
15	CASTLEVANIA	685
16	MIKE TYSON'S PUNCH-OUT!!	641
17	METAL GEAR	619
18	DOUBLE DRAGON	575
19	SOLOMON'S KEY	531
20	SUPER MARIO BROTHERS	464
21	TRACK & FIELD II	464
22	KID NIKI	442
23	IRONSWORD: WIZARDS & WARRIORS II	420
24	GOLGO 13	376
25	MILON'S SECRET CASTLE	376
26	ROBO WARRIOR	376
27	STRIDER	354
28	BUBBLE BOBBLE	354
29	COBRA TRIANGLE	332
30	TEENAGE MUTANT NINJA TURTLES	310

### TAKE IT FROM THE PROS, HYRULE'S THE PLACE TO BE...

... or not to be if you're Ganon. With all that pro talent put to get him, he doesn't stand much chance.

### Dealers' Picks



GAME

PTS

1	SUPER MARIO BROS. 2	6,677
2	ZELDA II: THE ADVENTURE OF LINK	4,286
3	TECMO BOWL	2,891
4	NINJA GAIDEN	2,809
5	TRACK & FIELD II	2,130
6	SIMON'S QUEST	1,492
7	CONTRA	1,193
8	SKATE OR DIE	1,129
9	OPERATION WOLF	1,024
10	DOUBLE DRIBBLE	897
11	RAMPAGE	789
12	ULTIMA	776
13	WRESTLEMANIA	773
14	TECMO BASEBALL	612
15	BLADES OF STEEL	600
16	DONKEY KONG CLASSICS	572
17	CHALLENGE PESBLE BEACH GOLF	545
18	WHEEL OF FORTUNE	534
19	FRIDAY THE 13TH	514
20	JACKAL	468
21	BUBBLE BOBBLE	451
22	R.C. PRO-AM	451
23	THE LEGEND OF ZELDA	448
24	HUDSON'S ADVENTURE ISLAND	443
25	DOUBLE DRAGON	440
26	LEE TREVIN'S FIGHTING GOLF	428
27	EXCITEBIKE	417
28	MYSTERY GUEST	408
29	MICKY HOCUSCAMOE	402
30	TOP GUN	401

### A VARIETY OF PAKS FOR THE TOP PICKS.

What can you say about the dealers? They seem to enjoy vegetables, sword play, and football. Hey, who doesn't?

# DRAGON WARRIOR™

Enter a world of myths and legends, where dragons reign and heroes fight against impossible odds. Dragon Warrior is not just a game, it's a place and a time of great danger and greater deeds. Anyone with a stout heart may venture into this world, and once there they will find a noble cause, a lost way of life, and mysteries as old as time.

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# Born of Legend: An R.P.G.

It's been a long time in coming, but finally there is a Role Playing Game for the NES that draws you into the heart of the action. In the distant land of Alefgard, a story unfolds with you as the hero, a descendant of the great warrior, Erdrick, who once fought and conquered a great evil. Now it is your turn, but as a newcomer to this world you are ill prepared for the monumental task that lies ahead. Alefgard covers in the shadow of a despotic Dragonlord. The King's daughter has been abducted. Monsters terrorize travelers and the good people who live in the many villages and towns. Only you can prevent total desolation of the kingdom. But you must grow strong and learn many secrets before challenging the Dragonlord. To every corner of the land you must go, but will you return...

So just what is an R.P.G.? It's a game in which you take on a role, like an actor in a play, except in the game you don't have a script to follow. Everything that takes place is dependent upon the choices you make as you search for gold and information and battle through the wilderness between towns. Each time you give the command to fight an enemy, unlock a door, or speak to a passing peasant, you are changing the course of the action. Success in this world is achieved by building the strength of your character and gathering information because you begin the game with nothing but a name.



Your quest leads through fields, forests, mountains, passes, and forests. Towns appear small from outside their protective walls, but this is an illusion.



Actually, the towns are large. When the screen changes, you can visit shops for tools and weapons, the sum to talk to the people you meet.



Stand still for a moment anywhere in the outer world, or in a town, and a window will appear in the upper left corner of the screen. The HP, MP, G and E stand for Hit Points, Magic Points, Gold and Experience respectively.



If you find one of the dark corners of Alefgard, stand over it to enter, but go in only if you have a light.



# Unlike Any Before!



Learn magic and raise your Level with Experience Points.



Spells are learned one at a time as you reach designated levels of Experience. There are ten Spells altogether, and the final one is learned when you reach Level 19.

You don't have to be a video ace to succeed in this game as in so many action or shooting games. You can plan each move with care. Take all the time you need. Once you have developed a strategy, you select a command and enter it. The result of your action is then seen. Quick reflexes won't help you as much as a good memory, so this is truly a game that anybody can play, young or old, novice or power player.



A monster suddenly attacks! It's now up to you to choose one of your four commands.



If you defeat the fiend, you will earn Experience Points and Gold for the effort.



When the Gold is heavy in your pockets, visit a town for new weapons and a rest at the inn.



There is much to see and do in Alefgard before you will be ready to face the wrath of the Dragonlord. In fact, you must perform a number of tasks in order to progress in the game and prove yourself worthy. Slowly, as your strength grows and your knowledge of this world increases, you will begin to piece together the puzzle that has been left to you by your ancestor, Erdrick, who foresaw your coming. When you decide to stop play for awhile, use the SAVE feature, which allows you to store all the tools, weapons, Gold and Experience that you've earned up to that point. All this is held in memory for continued play later.



TALK

## The World of Dragon Warrior

Although some people won't be of much help, talk to each one and listen carefully to their words. Sometimes a vital clue is hidden in old stories and rumors.



Talk to people by facing them directly and choosing TALK.

**Don't be shy. Most people know who you are and want to help you.**

In the end, you will face the Dragonlord alone, but to reach him you need the wisdom and aid of all the people of the kingdom. You may even wish to write down what people say.



A major part of any Role Playing Game is the need to accumulate knowledge. In Dragon Warrior, much of the critical information is gleaned from conversations with townsfolk. It is imperative that you use the TALK command whenever you meet someone new.



**Any word could be a piece of the puzzle.**



At first, some of what you hear won't make sense. Later, when speaking to other people, you may learn the hidden truth of what was said earlier.



One of your tasks is to save the Princess. But where is she?



It is revealed that you must seek her somewhere in the East.

**FIGHT**

## The World of Dragon Warrior!

Choosing FIGHT initiates an attack. The outcome is determined by a comparison of your strengths to the strengths of your enemy. High levels and good weapons greatly help.



Once an enemy appears, the choices are all yours.



Selecting the best command takes full knowledge of your strengths.

Select SPELL and a list of Spells appears in a window. Some of the Spells help you fight and some have special purposes but are of no use to you in battle. Before choosing a Spell, consider your status—your HP and MP—and the type of enemy, as certain Spells are best used on particular enemies. If you choose ITEM, only the Herb helps in a fight.

**The key to success is making good choices.**



Earn Gold by defeating enemies. Stronger foes are worth more. Then at the inn, recover Hit Points (HP) and Magic Points (MP).



Earn Experience Points by defeating enemies—the stronger the enemy the more points you earn toward raising your Level.



**Save up Gold for quality weapons.**

Weapon	Price
Longsword	1000
Shortsword	500
Broadsword	800
Greatsword	1500
Warhammer	1200
Mace	600
Staff	400
Wand	300
Staff of Magic	1000
Staff of Lightning	1500
Staff of Healing	800
Staff of Poison	1000
Staff of Fire	1200
Staff of Ice	1000
Staff of Wind	800
Staff of Earth	600
Staff of Water	400
Staff of Air	300
Staff of Light	200
Staff of Dark	200
Staff of Chaos	100
Staff of Order	100
Staff of Balance	100
Staff of Harmony	100
Staff of Peace	100
Staff of Love	100
Staff of Mercy	100
Staff of Compassion	100
Staff of Kindness	100
Staff of Generosity	100
Staff of Gratitude	100
Staff of Respect	100
Staff of Honor	100
Staff of Dignity	100
Staff of Nobility	100
Staff of Chivalry	100
Staff of Courtesy	100
Staff of Politeness	100
Staff of Decency	100
Staff of Propriety	100
Staff of Modesty	100
Staff of Humility	100
Staff of Meekness	100
Staff of Mildness	100
Staff of Gentleness	100
Staff of Patience	100
Staff of Tolerance	100
Staff of Forgiveness	100
Staff of Understanding	100
Staff of Wisdom	100
Staff of Knowledge	100
Staff of Intelligence	100
Staff of Reason	100
Staff of Logic	100
Staff of Philosophy	100
Staff of Science	100
Staff of Art	100
Staff of Music	100
Staff of Poetry	100
Staff of Drama	100
Staff of Dance	100
Staff of Theater	100
Staff of Film	100
Staff of Television	100
Staff of Radio	100
Staff of Music	100
Staff of Poetry	100
Staff of Drama	100
Staff of Dance	100
Staff of Theater	100
Staff of Film	100
Staff of Television	100
Staff of Radio	100

Making such a choice is not easy. Take what you need.

# ITEMS

## The World of Dragon Warrior!

Your journey through Alefgard will be long and perilous, but you can lessen the danger and the toil by taking various items with you. In fact, many are essential to the success of your quest. A few items are shown below as a sample of what to expect.

*Use your items sparingly and only when it is appropriate.*

During, or after a fierce battle, you can use the Herb to restore much of your Hit Points (HP).



Regain HP even in the heat of a battle by choosing ITEM and Herb.



Selecting ITEM also allows you use of the Torch in dark places.



Return to the King's castle using the magical Wings.



Herb



Torch



A Wings of the Wyvern

# SPELLS

## The World of Dragon Warrior!

Only through raising your Level of Experience will you gain the wisdom needed to learn and use the ten magic Spells. Simple Spells are learned first. Later, as your Level increases, you will learn ever more powerful SPELLS to aid in your quest.



### SLEEP

Upon reaching Level 7, you will learn the Spell of Sleep. Chant this Spell at your enemy and it will nod off, leaving itself open to attack. Make use of the moment as the creature may wake up soon. Against some monsters, Sleep will have no effect.

When the Skeleton draws near, cast him in a Spell of Sleep, then attack. Awake, he is a fearsome opponent!



Once the enemy has been put to sleep, you can attack without fear of losing Hit Points





## HURT

Wound your enemy with a charged word. The cost is only two Magic Points (MP). But there are some enemies who can block this Spell.



## SPELLBLOCK

Many creatures know Spells of their own. If attacked by an enemy who uses Spells, use Spellblock right away! It will protect you from evil.



## REPEL

Most creatures will stay away in the overworld if you chant the Spell; it is like a cloak of protection, but it lasts only a short time.



## HEAL

When the fighting makes you weary and your Hit Points are low, use the Heal Spell to recover much of your lost energy. Five MP is the cost.



## OUTSIDE

If you become lost or your Hit Points are nearly spent inside a dungeon, chant Outside to escape. You will be transported safely to the outer world.



## HEALMORE

Much more powerful than HEAL, this Spell is a great boon at the end of your journey when you must face the fiery breath of dragons.



## RADIANT

Don't waste Gold on Torches once you've learned this Spell! In the darkest caves, the Radiant Spell provides enough light for a search.



## RETURN

Like the Wings of the Wyvern, this Spell can speed you home from a great distance. Use it when you want to Save the game.



## HURTMORE

Wyverns, dragons, and other evil monsters can be struck down by this potent Spell. On the other hand, some of them may use it on you!



# The World of Dragon Warrior!

**Enter the Realm of Heroes!**

Strategy and planning are the keys to success. Without a plan, the Dragonlord's servants will make short work of you. The following tips should help any newcomer to Alefgard, even heroes and Dragon Warriors. Read on now, and learn well the lessons taught.

Turn on the power and the title screen appears. Press Start. Now you've reached the screen where you enter your name or any name you choose. Whatever name you enter now will be used throughout the game. In this case, the player's name is Nester.



Use your own name, the name of your favorite hero, or create a new hero.

My name is Nester.



## Your Quest Begins In The Throne Room.



From beyond the borders of Alefgard you have come to King Lorik's court, where it is told that you are the descendant of the legendary Erdrick. The King himself tells you of his country's plight, how the darkness grows, and that you must help. Then King Lorik of Alefgard presents you with gifts to help you on your way.



Also, you are bidden to speak to the guards, who know much and can offer sound advice for your journey. Then it is time for you to depart. Use your key and then the STAIRS command.



Once you have a name, you will be brought to the throne room for an audience with the King. Learn some of the history of Alefgard, and of your quest.

**The King offers you gifts and you would do well to take them.**

Good King Lorik has sent you upon a quest to restore peace to the land. But he knows you are new to the world, and he offers you gifts to help you on your way. In fact, without one of the gifts, you can't leave the room.

Check the contents of a Treasure Chest by standing over it and pressing the A Button to activate the command screen.



When the command window opens, move the cursor to TAKE and press A again. The treasure or item is now yours.

*Reddy*

## Speak to the Inhabitants of the Castle.

In the castle you will find soldiers, merchants, retainers and others. They can tell you much of what has happened both in Tantegel Castle and in the surrounding country. Listen for clues and write them down.



The people of the castle are busy and will speak only if spoken to. Be assertive. Face a person then push the A Button to bring up the command screen. Then select TALK. The person's words appear in a box on the screen. Arrows indicate if there is more to be said.



You must find a source of keys before you can speak to this man.

## Beyond the walls of Tantegel Castle the screen shifts to Walkabout Mode.

Once you have stepped beyond the safety of strong walls and armed guards, you are fair game to the monsters which lurk throughout the vast continent of Alefgard.



You may have the King's blessing, but you also need weapons.



Go to Brecontery near the castle and buy the items you need.



Closed doors will remain closed unless you have a key to unlock them.



Speak to the man over the counter to buy weapons.



Stay the night here to restore your HP and MP.



This building has no door. You can walk straight in.



The tool shop inside offers Torches and Herbs for sale.

At long last it is time for the hero to prove the legends true.

Once you have purchased a weapon—either the club or the bamboo pole—it is time to enter the wide regions beyond the town. At first you will be on the plains around Breconary and Tantegel Castle. There you will encounter creatures called Slimes that appear suddenly. Enemies spring up without warning.

### Strategies For Your Adventure!



Many useful items have I found. 'Tis now time to go!

Hark!  
A Red Slime!



To flee or not to flee...?



Curses! The fiend doth attack! Aaahhh! I am wounded!



With 120 pieces of gold in your pouch, your first step should be the shops of Breconary. There you will find weapons, armor, and items that you will need later in the overworld like medicinal herbs. While in the town, you should also speak to all the citizens.



Enough Hit Points have I left to go yet another round.



Master these basic strategies.

Along now, you enter  
the wilderness of Akalash.



Without any warning  
the beast attacked!



After a night's rest at the  
inn, I feel fit enough to  
fight a dragon.



Alas, my HP is low. I  
must run while I can.



Such is Dragon Warrior—a game of high  
adventure and dark secrets, treasure to be  
won and tasks to perform. Once you enter  
this vast and captivating world, you may find  
it difficult to leave.



Sooner or later an enemy will draw near. If it is too  
strong or your HPs are low, RUN!

# My Quest Begins

Upon entering the world of the Dragon Warrior, you become the hero, the brave descendant of Erdrick, who must seek out and battle against desperate evil. Only you can help save the Princess and defeat the Dragonlord. The role you play will determine the outcome of the game and the future of the world.

## 1 Rescue the Princess!

Your first task is to find King Lorik's only daughter, Gweelin, and bring her home. Do this and greater adventures will await you.



## 2 Defeat the Dragonlord!

In the desolate castle of Charlock, the Dragonlord gloats over the sacred Ball of Light. Win back this prize and peace will be restored.



# GAME START

### Gather Clues and Rumors

Townfolk throughout the kingdom have much to tell you. Listen closely for crucial clues.



### Search for Treasures!



Certain items must be found if you are to win. Many people reveal secrets that will help.

### Gaining Experience!



Earn Experience Points in every battle to increase your speed, strength and magic.



Learn spells as you rise to new levels.



Gold won in battle pays for weapons and armor.

## Defeat the Dragonlord!

# STRIDER

When Matic, the Vice-Director of the Striders called for Hiryu, it came as no surprise. Kain was long overdue in returning from his mission and it was now assumed that he had been captured. As the best of the elite "C" Class Striders, Hiryu would be sent to find the agent in trouble and pull him out. With his best friend, Kain, in trouble this rescue meant a little more to Hiryu than all the rest. As he prepares to depart a twist is added to the mission. Kain can be sacrificed, not rescued, in order to protect the secrecy of the Strider organization. "But how can this be?" thinks Hiryu. "There must be a way to rescue Kain!" Confronted by this difficult decision Hiryu knows the answer lies in first finding his friend.

## TECHNIQUES

At the start, Hiryu's power levels are low and can only be increased by completing each section that he enters. As his power levels increase, he gains additional powers.

### TRIANGULAR JUMP



To jump higher than normal, jump toward a wall. As you touch it jump the opposite direction.

### SLIDE IN



In Egypt, push the A Button and Down on the Control Pad to slide through tiny spaces.

### PLASMA ARROW



A scientist in Japan will modify your cipher. Hold Up on the Control Pad and push the B Button to fire a plasma bolt.

## POWER TRICKS



### FIRE

Egypt is the first area that Hiryu will learn to use Power Tricks. Fire is the first one and it takes 5 Power Points to fire each shot.



### SPARK

With the Spark Trick, Hiryu can fire a bolt of electricity at his enemies. It's more powerful than fire and requires 5 Energy Points for each shot.

H006  
E010

H020  
E000

### MEDICAL

The Medical Trick is used to recover lost health and requires 10 Energy Points to recover 20 Health Points.



### JUMP

The Jump Trick lets Hiryu jump higher than normal for a short while. It still won't go as high as the Triangular Jump but will get you places you've never been. It costs 10 Energy Points.



# STAGE 1

The Kazakh Base with Hiryu's current health and energy levels you will have to use more brains than muscle to find a way through. If you strike the walls or swing the cipher in open spaces you can find additional Energy and Health Capsules. Search well, as you will need as many as you can find.

## LEVEL 1 HIRYU'S OPTIONS

H-MAX : 10	POWER TRICK : NO
E-MAX : 10	TECHNIQUES : TRIANGULAR JUMP



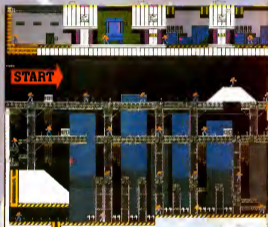
The Magnet Boots are the only way to access some parts of this game. You use them to climb up the flashing magnetic walls. If you are unable to find them, you won't be able to get all the keys that you will need.



A Power-Loader! This hydraulic monster is only vulnerable in his upper half. You'll have to dodge his falling mechanical arms to try to get close enough to get a cipher shot off.



The Vice-Commander will tell you where Kain may be found. To get to him you'll need a key that is carefully guarded by the Commander. A data disk tells where the Commander can be found. The data disks are well hidden and to find them you'll need to poke around with your cipher in places where there would appear to be nothing. Good luck!

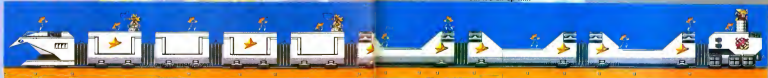


The Phantom Train races through the desert on its way to the secret Pyramid Base. Catch the train for a free ride but be warned: the Train is armed with many hidden dangers. Advance very cautiously and be ready for something to come from any direction. Remember, Health and Energy Capsules can be hidden anywhere.

# STAGE 2

## LEVEL 2 HIRYU'S OPTIONS

H-MAX : 12	POWER TRICK : NO
E-MAX : 12	TECHNIQUES : TRIANGULAR JUMP



# DATA FILE ANALYSIS



NO. 1

This Disk contains a message from a fellow Strider. It appears that he has lost his Attack Boots somewhere. If you can find them they will serve you well against enemies that previously may have been a big problem. Find them as soon as possible!



NO. 2

The Disk with the Commander's message! He's on the move again. Return to the Blue Dragon so that you can be transported back to another sector. If he escapes the key will be lost and the chance to find out what's behind the door along with it! Hurry!

A secret lies beyond the locked door. To find out what it is you'll need the matching key.



The first data disk is located in this passage. Use your cipher to find it.



Once aboard the train you'll want to work your way to the back to knock out the engine that is there. All over the train you'll find man and pop-up cannons that will catch you by surprise if you're not watching out for them. At the back of the train is a three directional cannon. There are two ways to approach this problem. You can either accept that you are going to get hurt and charge ahead, cipher swinging. Or, you can attempt to maneuver to the rear of the cannon where it cannot fire and attack from there. The Slide Attack can help you get past the cannon and into proper position. Be careful not to fall from the train as it will buy you a quick trip back to the Blue Dragon. When the train stops you will have reached the Pyramid. Start looking for more energy to replace any you may have lost. Watch the characters you get energy from as certain characters tend to be worth more energy than others. From here on out it's all up hill!



# PYRAMID BASE



You may be a little worse for wear after the train ride! Fighting the enemy guards will provide you with some health. Be sure you get it before you leave the screen or you'll lose it.



The Aqua Boots are in here. Be sure to pick them up as you will never reach the center of the pyramid without their abilities. Use the Slide Attack to slip under the wall and pick them up.

Head this way after picking up the Aqua Boots. The transport tube is the only way to move on, but where does it lead? It may lead to a key or something else, only the brave will discover the truth.



**START**



A running leap will help you clear the bomb-tossing Mechanical Snails that cover the outside of the pyramid. Watch out when you come to land as enemy soldiers may be waiting for you!



Door S-2 needs key 2. Without the key you will be cut off from other transport tubes that run through the pyramid. If you have searched well you'll find the key.



Sol Face to face with the Commander at last! He has the key and you need it. Do you think that you'll be able to get it away from him?



The Sharkmen is hiding in the water. If you've no Aqua Boots, you're shark bait! Keep yourself low when he attacks to minimize the chance of getting hurt.



It's Kain! He knows something extremely important. By searching you'll also find Disk 3. Better get back to the ship.



This motorcycle madman is invulnerable from the front. Stick to your cipher, jump over him and hit him in the back as he goes by. Watch it, he's fast!

## STAGE 3 KAZAKH

LEVEL 1	H-MAX : 15	POWER TRICK : NO
KURT'S OPTION	E-MAX : 15	TECHNIQUES : TRIANGULAR JUMP

Once you get the key from the Commander, head back to the Blue Dragon. You now have a key that will fit the doors that you could not get through back at the Kazakh Base. Could this be where they're holding Kain? To find out you must first defeat whatever it is coming from behind you with a loud mechanical roar! Should you use a Trick or stick to your cipher?



### DATA FILE ANALYSIS



**NO. 3** The Disk, when it's run discloses info about a "Zain Project". Little is known on the Blue Dragon about such a project. Perhaps the Strider chief in Japan may know a little more. Head on down to the transporter and see if you can't gain a little more on this!



Arriving in Japan, Hiryu expects to find some answers but finds enemies instead. How did they know where he was going? Somewhere there must be a leak in the organization but where? Did Kain disclose some information to the Syndicate? Hiryu refuses to believe that Kain would do that. Maybe someone else here in Japan is tracking him.

LEVEL 4 KIRBY IN A JAPANESE	H-MAX : 20	POWER TRICK : MEDICAL
	E-MAX : 18	TECHNIQUES : PLASMA ARROW



Who lurks behind the mask of the Samurai? Beware of the warrior! His sword is longer than your cipher and he can fire plasma bolts also. Watch his jumps and you can learn to time yours so you can strike at a point when he is off balance.



Friend or foe? The scientist is a friend who will fix your cipher so that it will fire a plasma bolt. It takes a few seconds to charge the cipher, but the plasma is well worth it as it can cut through even the toughest of enemy defenses. It can save you!



Reaching the Chief, Strider will increase your health and energy levels plus, get you Disk 4. You'll need to Analyze it so back to the Blue Dragon!



## The quest for truth moves on!



Disk 4 reveals the shocking truth about the "Zain Project". The Project uses a machine to broadcast signals that will control someone or

drive them to madness. The remaining question is, if Zain has the power to alter someone's mind, who may have already been affected? Kain may have been exposed to it and



no one he can trust. The world is a very big place for just one man and unless he can come up with some solid clues, he may never find the Zain Machine. China, Africa, Australia, L.A., wherever he may start now only seems like a wild shot in the dark. The stage is set to test the metal of the Strider.



who knows how many others. Suddenly, Hiryu realizes that in reality there is






P

PREVIEWS

Data East exhibits a dazzling display of detective work in tracking down another box office smash, *RoboCop*, for the NES. Watch for it this fall.

4 NEW TITLES

- ROBOCOP
- DUCK TALES
- WHO FRAMED ROGER RABBIT?
- IRONSWORD



You've seen him in the theater, now he's heading straight for your living room. RoboCop is back, with some of his old enemies and a whole lot of new ones. Only you can save the city as you guide the metal monster of law enforcement on his quest to protect and serve. There's trouble at Second and Nash, and RoboCop is dispatched to the scene. Priority one, keep the peace!

# ROBOCOP

T.M.

## Is there a man behind the machine?

Officer Murphy was lost in the line of duty to the world who knew him. Still, bits of his memory remain within the combat-ready chassis of RoboCop, an experimental, bio-mechanical cyborg capable of handling much more than an average police officer. Now he roams the streets in a single-minded quest to maintain order, and apprehend criminals. Such an addition to the force has made many of the local kingpins very nervous, and they'd give almost anything to be rid of RoboCop. They'd even go as far as to bribe another police officer into doing the job. You'll have to watch your back, the world of this cop is very dangerous indeed.

Now for a more detailed look at Robocop's high-tech chassis.

Biometabolizer

Oil Pressure  
Motor Unit

Interface  
Needle

Shockproof  
Frame



Short Range  
Sensor

Main Fuel  
Battery

Bulletproof  
and Heartproof  
Soft Armor

Gun Holder



1

2

3

4

Robocop possesses many technologically enhanced senses that protect and aid him in critical situations.

1

Using thermal Imagery, the optic scanner can find weak or thin walls to go through

2

The onboard computer will use the gauntlet indicator to advise you when to use hands only

3

The Short Range Sensor will flash the Target display when enemies are near

4

The Energy Indicator will flash as Time and Power reach critical levels.

## WEAPONS

Auto 9



The Auto 9 handgun is Robocop's standard issue weapon. It's rapid fire capability is awesome!



You must find the Machine Gun to use it. It fires so fast it's like a solid stream of bullets.



This devastating weapon is more like a tank gun than a hand held weapon. It's fire power is unmatched!



Cobra Gun



## ITEMS

Potion A

Since this machine uses a great deal of power, keep your eyes open for refills like this one.



Potion B

You'll need to replace any lost Power, and this potion is the biggest refill you can get.



Time Addition

The sign of the lightning bolt means more juice for your armor. Grab it to gain more time.



Machine Gun Magazine

Unlike the Auto 9, the Machine Gun has a limited ammo supply. Look for these to reload or stock up.



# Stage 1

**Arrest Mode: Second Street/Nash Avenue Crime in Progress.**

**Robocop is the first officer on the scene!**

Second and Nash is located down in one of the most crime ridden sectors of town. Here a local kingpin has decided to try and stir up some trouble and see who responds, hoping that it might be Robocop. He knows that a few more days of an uneasy truce with him would be your friend.



**START**



## The Second and Nash Gang

This gang's made up of the worst criminals in the area. Good thing they're sent to Robocop, he can handle it.



Sweet Punk



Bad Boy

Time to draw the Auto 9!  
Trouble ahead!



Warrior



Look out! That's no police helicopter!

The Gyro Maniac is the only man crazy enough to fly through the city streets. Stand by with your Auto 9.



## Hammer Jack

Hammer Jack is a man of great strength and bullet-proof arm guards. Put up your dukes, it's gonna be a brawl.



There's trouble at city hall. Someone is holding the mayor for ransom. You'll have to use caution as you approach so that no innocent civilians get hurt.



Clarence Boddicker is making illegal narcotics in an old factory. He's hired out a mess of nasties to protect him. Sounds like a crime in progress, better dispatch Robocop.



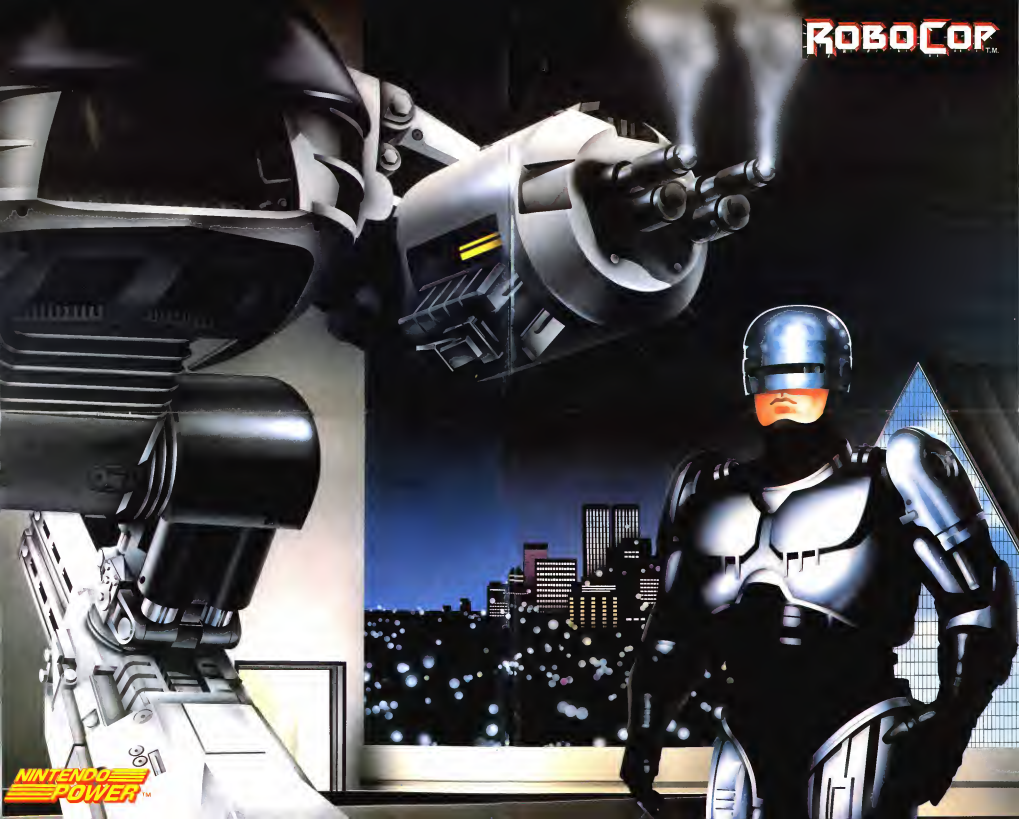
Dick Jones is holding up in the factory where they first built his runaway metal cop ED 209. The place is crawling with robots and automatic defenses. No place for a beat cop, only one officer can handle it. Robocop.



Clarence Jones is holed up somewhere in this industrial scene. His plan is to ambush Robocop with the powerful Cobra gun that he is armed with. Be careful, he could be hiding anywhere. Don't forget your Short Range Sensor.



**ROBOCOP**™



**NINTENDO**  
**POWER™**

Welcome  
to...

# DUCKTALES™

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## What's Uncle Scrooge up to this time?



Join in the fun as the eccentric millionaire Scrooge McDuck goes on a

world-wide scavenger hunt for the five most valuable treasures known to duckkind.



## The Five Treasures

Uncle Scrooge may already be a millionaire, but he won't rest until he has added these precious items to his treasury as well.

### SCEPTRE

Sceptre of the  
Incan King

### COIN

Coin of the  
Lost Realm

### CROWN

Crown of  
Ghenghis Khan

### DIAMOND

Giant Diamond  
of the Inner-  
Earth

### CHEESE

Green Cheese  
of Longevity



# Scrooge will need some help



▲ Dewey

Of course, Scrooge won't have to find the treasures on his own. His three nephews and Webby will show up to give him helpful clues and hints, and if he gets lost, Launchpad the pilot will be there to offer him a ride back to Duckburg.



▲ Launchpad

## Listen to their advice!



▶ Huey



▶ Louie



▶ Webby



## Useful Items



The five treasures are not the only valuable items Scrooge will find during his travels. The hills and caverns are filled with precious diamonds, and if he's low on energy, Scrooge can recharge by finding Snacks.



### ◆ Diamond

There are three different types of diamonds.



### ◆ Snacks

Besides just tasting good, Snacks refill Scrooge's energy.



### Cakes



### Ice Cream



### ◆ Magic Coins



The Mysterious Magic Coin will make Scrooge invincible for a few seconds.



### ◆ Statue of Scrooge

This tiny statue gives you a 1-up.



Read on for a quick look at the five stages and the best order to take them in.



# There are 2 ways to attack

## ■ The Golf Swing

Scrooge can use his cane to swat items across the floor at enemies.



## ■ The Pogo Jump

By bouncing along the ground on his cane, Uncle Scrooge can both defeat enemies, and pass over dangerous areas.



# The Amazon

Scrooge's search for the Incan Sceptre will lead him deep into the Amazon jungle, past vicious jungle creatures, and even deep into a lost Incan Temple for a confrontation with Zarduck.

O Start

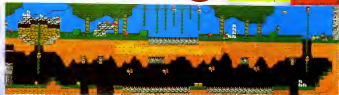


Use the pogo jump to bounce off this bee and get to the pouch.



## Hidden Items

Scrooge can find Gems and Snacks by jumping and poking in the right places.



## Bounce over the brambles!

By continually using the pogo jump, Scrooge can get past the Amazon bramble bushes.



## Ancient Ruins

Climb this vine to get to the top of the ruins and find the entrance to the lost temple.



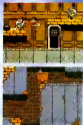


## Transylvania

The Coin of the Lost Realm is rumored to be deep inside of an eerie castle in Transylvania. Of course, Uncle Scrooge thinks the idea of ghosts and zombies is just hogwash, but perhaps he's about to change his mind.



Come back to get this skeleton key after finishing the stage.



## The African Mines

To find the Giant Diamond of the Inner-Earth, Scrooge must scour the mines of the African continent and battle the King of the Terra Fermies.



## The Himalayas

The Crown of Ghengis Khan is said to be hidden somewhere in these Mountains of Snow, but the Snow Rabbits and Glacier Goats aren't too fond of dimbers.



The inside of the UFO is a complex series of corridors and passageways.

Gizmo's robot suit is awesome!



## The Moon

Green Cheese? That's what the moon is made of and that is what Uncle Scrooge is after this time. It is rumored that the cheese will make one young again, even an old duck like Scrooge.



You'll need to find Gizmo to get past this wall.

**Uncle Scrooge says: "Don't miss this one."**

And don't forget, this was just a preview. Uncle Scrooge and the gang will be back for more in a future issue of Nintendo Power.



See you!



# Who Framed ROGER RABBIT™



## EDDIE! HELP! P-P-P-PLEASE!

Eddie, you just gotta help me. Marvin has been murdered and they think I did it. You gotta help me find his will and clear me. P-P-P-PLEASE!, Eddie. I can't do it alone. Judge Doom's weasels keep chasing me down. But, if they catch us, we can just give 'em the correct punchline and they'll laugh so hard we can get away. I know that there are a lot of items hidden all over the city and in the caves outside the city that will help us. And if we're nice to our girls, I'm sure they'll help us too. If we need transportation, Benny the Cab said to "just whistle." C'mon, Eddie. I'm really s-s-scared. I mean, besides the weasels, Judge Doom has all sorts of animals all over the place that will try to stop us. But mostly, I'm afraid that the judge is going to capture Jessica and me and spray me with D-D-D-Dip!! Say "yes," Eddie. P-P-P-Please! You're the bestest detective. And I'll be right there with you every step of the way. Who knows? It might even be fun! C'mon. Where's your sense of humor?



Toons. Shresh. They're all looney. I swear I'd never get mixed up with 'em again. But, the only thing I can't stand worse 'n toons is injustice. I figure the rabbit's innocent.

So does Delores.  
So, rabbit, I guess ya gotta self a PL.  
Toons. Shresh.



# Search for Clues



Walk near the area underneath the flower pot and fake it out. After it crashes, you can walk there in safety.



This is Eddie's office. When you leave, be sure to talk to people. They can be very helpful in knowing where to search.



Find weapons, tools, and other special items all over the city. You'll need everything you can find to solve this case, but knowing where and how to use the items will call for some real detective work. Fortunately, you're a detective.



The biggest part of being a private eye is searching for clues and evidence. Sometimes, you even come across the neatest stuff. But, watch out for the weasels! You'll always know when they're close by 'cause an alarm will sound. Keep an eye on that buzzard overhead, too, or he'll swoop down and carry Roger off. And remember, like Mom always said: Look both ways before crossing the street!

# Benny the Cab



If you have the whistle, you can call Benny by going to the middle of the street and pressing B.

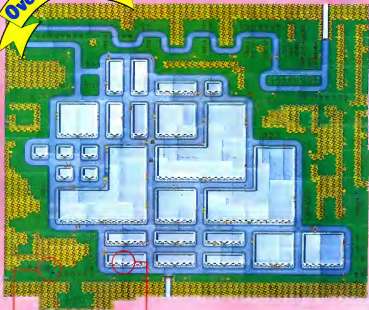


Benny must stay on the road, so you'll have to get out and search the hills on foot. However, Benny will stay put, so remember where you left him. Driving Benny is a quick way to cover a lot of road. But, look out for those wacky weasels in their paddy-wagon. If they catch you, the joke will be on Roger.

It's a big city, but you can cross it in a hurry by riding in Benny the Cab. If you should find him, just move next to him and press Select. Then, it's A for accelerate and B for brake. Benny has an R.C. Pro-Am feel and only Benny can take you through the tunnels that lead to the hills and to Toontown. If the weasels are chasing you on foot, you can drive over them.

Los Angeles is a big city—even in the 1940s. You'll need to search everywhere and keep track of where you've looked. Some places may be difficult to enter, but a good detective can usually find a way. However, there are some places even a great P.I. can't get into.

## Overhead Map



## Close-up Side View



There are caves which may hold important secrets, and you'll need at least a flashlight to move through them safely. Maybe you'll be able to buy one or another important item in the shop.



In the close up view, you can talk to people by facing them and pressing A. Move to a search area, face UP, and press A to search.



# The Weasels

You'll constantly have to be on guard against those notorious weasels. Fortunately, in the overhead screen, an alarm will sound whenever they are nearby.

However, in the close-up screens, Psycho will be able to sneak up on you. Judge Doom has sent the weasels to capture Roger and they don't mind putting the muscle on a hard-working gumshoe who's just trying to do his job.



Psycho is just too psycho to know when to stop, but several items will work against him. Experiment with them to find out which ones are best.



In the overhead screens, the weasels are lurking everywhere. If they catch Roger, Smartguy and Stupid will boastfully ask him the set-up question to a joke.



**PSYCHO**



Select the correct punchline before time runs out and the weasels will laugh so hard that Roger can escape.



**SMARTGUY**

**STUPID**



Hey, I'm not just "drawing interest." I have a clue.

Both Jessica and Deiores hold a clue. However, finding them and learning the clue may not be as simple as all that. You'll need all your detective skills and a lot of luck to find the Will and protect Roger and Jessica from Judge Doom, while staying out of the slammer.



I have a feeling we can only win by a "bare."



Gee, Eddie, tell me what's next? I'm all ears!

# IRONSWORD™

The shadow of Malkil once again darkens the land...

Though defeated once by Kuros, the evil Wizard Malkil is back with a new scheme and the help of some powerful allies. Through dark sorcery, Malkil has harnessed the four Elementals: Earth, Wind, Water, and Fire. He will use them to accomplish his evil purpose unless Kuros can stop him, and that means stopping the four Elementals!



## Action and Adventure Await!

You are Kuros, last of a warrior breed and the Kingdom of Sindarin's only hope for lasting peace. You must travel to the ends of the Kingdom in search of the four pieces of the ancient IronSword, and then use it to defeat Malkil once again. To succeed your quest, you'll need the help of the four Ancient Kings, and hurry, for time is fast slipping away.

### SHOP



Interact with the shop, with food, holy keys, or scrolls, with the merchant to gain money quickly.



Buy keys and food.



Buy keys and food.



Dragon Breath Spell.



Axe Toss Spell.



Sword Toss Spell.

### SPELL



Swordsmanship alone will not bring Kuros victory. He will have to harness power spells as well to defeat Malkil.

### WEAPON



Kuros must find and use the Sword, the Diamond Sword, or the Axe, until he finds the four pieces of the IronSword and assembles it.



Find A Helmet and a Shield as well.

### IRONSWORD!

Only the IronSword can harm Malkil.



You are Kuros,  
The Greatest Warrior in all Sindarin.

# This is the Kingdom of Sindarin, the world of IronSword!

## WIND

Wind's Domain consists of two areas: the Cliff Region and the Clouds.



## FIRE

In Fire's Domain, Kuros must travel to the center of an active volcano.



## ICEFIRE MOUNTAIN

After gaining the IronSword, Kuros must again defeat all four Elementals here.

## WATER

Kuros must find the Golden Fly to appease the Frog King and gain access to the Underwater domain. The Water Elemental is very strong, but the Blightwater Spell will defeat him most easily.



## EARTH

Give the Golden Tankard to the Bear King; and then use the Earthsoorch to battle the Earth Elemental.



Only you can save Sindarin from the four powerful Elementals and Malke's evil plans!







# NESTER

## HOWARD & NESTER



BOY, DID I EVER GET OFF AT THE WRONG BUS STOP.

CAN I HELP YOU WITH SOMETHING? YOU LOOK LOST.



LOST? NO WAY. I JUST DON'T KNOW WHERE I AM. SO WHO ARE YOU?

I'M APRIL. I WAS JUST GOING TO SEE SOME FRIENDS. THEY MIGHT BE ABLE TO HELP YOU.



THEY DON'T WEAR BOW TIES AND HAVE RED HAIR DO THEY?

AS A WRITER OF FACT, THEY DON'T HAVE ANY HAIR AT ALL.



THEY'RE TURTLES.



NOT JUST ANY TURTLES. TEENAGE MUTANT NINJA TURTLES!

HEY GUYS, KNOCK IT OFF.



ARE YOU THE REAL TEENAGE MYSTIFY NINJA TURTLES?



WELL, WE'RE SURE NOT THE THREE MUSKETEERS!



THEY LOOK TALLER IN THE COMIC BOOKS, AND GREENER TOO.



# CLASSIFIED INFORMATION

## TEENAGE MUTANT NINJA TURTLES

### ■ From Agent #013 ● Jump Control

Our investigations in the sewers have led to some super tips with the Turtles. As these reptilian rabble rousers often find themselves in areas where the ceiling is very low, it is sometimes difficult to jump long distances without hitting the ceiling and ending up with a short jump. In the third stage, there are a few points where it is impossible to get to the other side if your Turtle jumps at his full capacity. This makes it necessary to jump shallower by tapping the A Button very lightly. Jumping with less intensity will give more length and less bounce for your Turtle. If you have the NES Advantage, your character should make these jumps with the Turbo activated. This will result in a short and accurate hop.



Don't try a full jump here or you'll end up in the drink.



Lightly tap the A Button for a successful leap in close quarters.

### ● Throw It, Catch It

The Boomerangs have incredible cutting power and long range which makes them very useful items for our heroes to carry. Weapons experts have investigated the availability of the Boomerangs and have found that, while they are sometimes hard to find, the Turtles can share the Boomerangs with each other. If one of the Turtles has Boomerangs in his possession, press the B Button repeatedly so that up to three of these strong weapons will go into the air, and before they return, switch Turtles. The Turtle that you choose should not be carrying any special weapons except for his own personal defense so that he can catch the Boomerangs that his comrade sends flying.



Toss the Boomerang and switch Turtles to receive.

### ● Step Over

When the gap between two ledges is only the width of one brick and the ceiling is Turtle height, an attempted jump will result in a sure fall. In this case, your Turtle of choice should just try to step over the gap instead of leaping. He can walk across. Avoid stopping in the middle, and he'll make it easily!



### ● Come Back

The inhabitants of the sewer and the surrounding buildings have varying strengths and weapons, and our agents have found that the Turtles may be able to encounter weaker enemies by entering and exiting these areas. When entering an area and encountering some of the angrier antagonists, Don, Mike, Raph, or Leo can go outside and then re-enter. You may find that weaker opponents have taken the place of the others. This is very important to take into account when you know that it will be a long time before the next pizza break.

## EVAUGE

■ From Agent #612  
● Bonus Ships

In a variation of a code that our agents have found for several Konami games, we have discovered a procedure which will greatly aid you in your mission to free the planets from Gyrusian forces. This code will award you with several extra chances to defeat enemy armies. As soon as the title screen appears, press the A Button then press the B Button and, on the Control Pad, press Right, Left, Right, Left, Down, Down, Up, Up and then press Start. The "Play Select" option will show on the screen. Quickly choose either Attack Control A or Attack Control B and press the Start Button again. Instead of the usual four remaining fighters on the lower-left corner of the screen, there will be seven fighters and this number will not go down until you have gone through several ships. Experts have determined the number of bonus fighters received from using this code to be about 30.



Press A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start. Then press Start again for a big bonus.



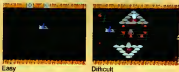
■ From Agent #067  
● Risk-Free Rescue

Save the people of the planet Colura and collect an impossibly high score with a completely indestructible space-age rescue bike. The enemy intruders will be no match for this souped-up cycle. With Controller II, when the title screen appears, press and hold the A and B Buttons and Left on the Control Pad. With Controller I, press Up, Up, Down, Down and then press Start. Your cycle will be unbeatable!



With this code, your bike will be invincible.

If you would like to increase the challenge of your citizen-saving mission, hold the same buttons on Controller II, hold the A Button on Controller I and press Start.



Easy

Difficult

## Calling all agents?

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to: Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733



WWW.NINTENDO.COM

# RAMBO

- From Agent #721
- **Shortcut**

The most challenging part of Rambo's mission comes when he must defeat the amazing Flying Fortress, as it has very strong defenses. With a newly discovered shortcut, this furious fighter can completely bypass the Flying Fortress. Our agents have discovered that the last P.O.W.'s cell has a hidden exit. When Rambo meets up with this character, he must first break the wall and enter the cell, making sure that the top block of the wall remains. Then he must walk out of the cell, turn around and walk back into the cell with the P.O.W. following him. When Rambo stops at the right wall of the cell, the P.O.W. should be about three blocks behind Rambo. Press the A Button quickly and repeatedly, and press Left and Right on the Control Pad so that Rambo jumps and hits his head against the different parts of the ceiling.



Jump repeatedly so that Rambo will work his way up through the wall.

Eventually Rambo will work his way up through the ceiling and to the right through the wall. When Rambo is going through the wall, he must continue jumping so that he doesn't fall back into the cell. When he escapes to the other side of the wall, Rambo will be able to enter his helicopter and take off!



When Rambo goes all of the way through the wall, he can escape!

# ZELDA II THE ADVENTURES OF LINK

- From Agent #710
- **Walk Through Walls**

The last palace that Link must conquer to free the princess from her sleep has many mysterious elements. Investigations in this palace have led to the discovery of a number of hidden rooms where valuable Magic bottles can be found. On his way to meet the challenges in the deepest parts of the palace, Link will be able to fill his Magic completely in these few important locations. The palace includes a number of elevator shafts that take more than one screen to complete. After Link has descended or ascended an entire screen length and he appears at another full screen of the elevator shaft, he may be able to find a hidden passage in the wall here. In the center of the screen, he can work against the wall to the left or right and he may be able to actually go through the wall and go in to a hidden room. Here, Link will find a statue that will either come to life or produce a Magic bottle when hit with the sword. If the statue comes to life, Link can defeat it, leave the room and come back for another try.



Go down one full screen and work your way through the wall to find a hidden room.



Agents have also found that if Link moves to the left after coming down from the last elevator, he'll invariably find a Magic bottle in one of the blocks in the wall.

# COBRA TRIANGLE

## ■ From Agent #414 ● Tread Water

Our agents have developed some prize winning maneuvers for this high tension speed boat race. As the Cobra Triangle crosses the finish line and it becomes airborne, spin as many times as you can for 1,000 points on every rotation.



Also, you can master the Waterfall event and collect tons of additional points if you perfect the technique of working with the current. By doing this, your boat will be able to stay in one place and wait for just the right moment to move on. After you have crossed a the gap between two waterfalls, drop back and let the current take you to the very edge. Accelerate against the current just enough to keep from going over the waterfall. The longer your boat hangs over the edge, the more bonus points you will receive.



Crossing the gaps between waterfalls and catching the moving ramps at the right time is a challenging maneuver. By perfecting the technique of staying in one place against the current, you should be able to cross the gaps every time. Stall on the left side of the river with your boat going against the flow until the ramp moves all of the way to the left. Then open the throttle, swing around in a counter-clockwise U-turn and hit the ramp on the right side. Good luck!



Stay in one place until the ramp is on the left side. Then swing over to the right and let it fly!

# MAPPY-LAND

## ■ From Agent #317 ● Bonus Stages

Get an extra high bounce into an item filled Bonus Round in this crazy chase for cheese. In Stages 1-2 and 1-5 there are hidden areas that have an abundance of special items up for grabs. To enter the Bonus Stages, you cannot already be carrying any special items. Both Stages 1-2 and 1-5 have Trampolines that are raised at least a floor above the ground. To get to the Bonus Stages, bounce three times on the raised Trampolines. On the third bounce, your character will be sent high into the air to collect as many items as he can.



Bounce three times here without any special items to send your character into a Bonus Round

# LIFEFORCE

## ■ From Agent #410 ● Safe Spot

Just a quick note on a game we mapped out last issue. Our investigations have led to the discovery of a safe spot when going after the Cruiser Tetron at the end of Stage Three. If you have Options, float under the jaw of this huge beast and let the Options do the work!



# JACKAL

## From Agent #102 ● Second Chance

After being defeated on a two-player mission in this tough terrain, you'll have a second chance to fight alongside your partner, if he or she doesn't mind giving up a Jeep. Once all of your Jeeps have met with an untimely end and your partner is still playing with at least one Jeep in reserve, press the A and B Buttons at the same time. Your partner will lose one Jeep, and you will be back in business! Try this technique with Konami's Life Force as well.



Transfer a Jeep from your partner by pressing the A and B Buttons when your last Jeep is gone.

## ● Extral Extral

Our agents have heard that you may be able to use this technique to earn an amazing number of extra players. Try pressing the A and B Buttons just as your partner is being defeated for the last time. There's a chance that he or she may continue with hundreds of extra players. Your timing must be perfect to make this work!

# THE LEGEND OF ZELDA

## From Agent #067 ● Single Out The Enemy

Our scouts in Hyrule have discovered that Link can greatly reduce conflict in the Overworld by defeating all but one enemy in a given screen. If Link leaves a single Moblin, Tektite, or other such foe in

## From Agent #020 ● Extra Coins For Experts

Secret agents in Sub-Con have uncovered a coin-producing operation that could result in your character receiving a huge amount of extra lives with the "Bonus Chances," if you have perfected the timing of the machine. It works best if you have a fair amount of extra lives already. In Stage 5-1 there is an area with five clumps of grass and a steep cliff. Collect the Potion and use it here. After you have pulled up the grass and collected the five coins, let your character dive off of the edge while still in Sub-Space. You will lose a life and begin again at the start of Stage 5-1. Repeat this maneuver until you have only a few lives left and go on to the end of the stage. The point of the trick is that if you lose a life in Sub-Space, you'll be able to collect coins in Sub-Space more than the usual two times.



Drop off this cliff in Sub-Space to continue coin production.

The Bonus Chance characters go by the window in a definite pattern. With some practice, you may be able to develop the timing to press the button just as the character that you are after is passing. If you have mastered the timing, the above maneuver will be especially useful.

the area then just that one enemy will reappear every time he returns. This way, our adventuring hero will avoid the possibility of having to defeat an entire group of foes every time he returns to a particular section of Hyrule. Don't let Link defeat the one remaining foe, though, or several may appear next time!



Leave one enemy on the screen in each section



# VIDEO SHORTS



## BAD DUDES™

from DATA EAST



When close to an enemy, a good swift kick will stop him in his tracks.



When not close enough to kick, try to punch your enemy.



When surrounded by enemies, a spin kick is a good idea.



Pressing down to duck could save you some hit points.

Pick up the clock to gain precious time.



The President is missing, kidnapped by the notorious Dragon Ninja. This mission calls for a subtle penetration of the Dragon Ninja's forces by a limited special assault team, the Bad Dudes. Unlike the arcade version, this translation to the NES has two-player alternate play and different graphics. Take on the Dragon Ninja's henchmen, Samurai and Super Warriors, with old-fashioned brawling and street smarts. Punch, kick, duck, jump, and spin kick your way through the city, forest, and caves, on trucks and trains, and in the sewers and factory. You must reach the President before he can be spirited away on the Ninja's waiting helicopter. Pick up special items along the way and use the handy continue feature to assure your success.



fire breath



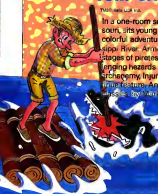


# THE ADVENTURES OF TOM SAWYER™

from SETA USA

TM, © 1992 USA, Inc.

In a one-room schoolhouse in Hannibal, Missouri, sits young Tom Sawyer, daydreaming of colorful adventures up and down the Mississippi River. Armed with only rocks and his trusty slingshot, Tom braves six unique stages of pirates, octopi, alligators, punk monkeys, ghosts, dragons, and other challenging hazards in order to rescue sweet Becky Thatcher from the clutches of Tom's arch-enemy, Injun Joe. Player Two, Huckleberry Finn, is also able to use the cool continue feature. And we're going on record as saying that reading the actual American classic by Mark Twain will really enhance your enjoyment of this adventure.



Friend is always mean, but Tom really is a good kid. Can he really help you?



This here's Nurskus. He's whatcha call a oct-o-pus... and he's a bad'un!



Guide me down this here trech-ace river. Like always, A for Jim, P, B for aboob.



# GUERRILLA WAR™

from SNK

Lead a struggling revolution to turn the tide against a cruel dictator. Starting with your machine gun, overpower his forces and free the prisoners. Travel through jungle and city to make your way to the king's palace/fortress for a final confrontation. Defeat the enemies' sophisticated hardware and build your arsenal with items: iron bombs, lasers, and flame throwers. Play in simultaneous two-player mode and use the terrific continue feature for an easier mission.



An empty tank will say "N." Get close and press A to take control.



Take out the truck with grenades or it will continue to bring men.



Grab the "N" tank and receive a time bonus. Other items give different responses.



Free a prisoner and receive 1000 points.





## DEFENDER OF THE CROWN™

from ULTRA

TM Chessware Corp.

The title of England depends on your strategy. Choose your path carefully and wisely.



When jousting mere inches in the air, lance will determine victory or disgrace.



Forsooth, good Power Players. 'Tis the year 1149 and proud mother England is suffering in the wake of a terrible civil war. The king has been assassinated, the crown is missing and now Saxons and Normans vie for territory to see who can become the new King of England. Select from four brave knights with different characteristics. Decide your strategy and make raids, storm castles, call for a jousting tournament, build your army, seek the aid of Robin of Sherwood Forest or simply wait for a better turn of events. However, this is not a time for idle souls. It may happen that your own castle will come under siege or that a fair damsel will need your swordsmanship to come to her rescue. This colorful role-playing adventure will present a good challenge for the experienced Power Player.



...Fie, those Norman varlets goaling your castle walls! Firm your crossbow!



Brace the over-ground terrain to uncover secret passages.



With the group together, move across the arena to change positions.



Guide the mighty knight, Rayjack, Kaliva the magician, Baluss the monster, and Toby, the kid thief, through strange and unusual lands. Fight bizarre and frightening creatures. Pick up special items and uncover secret underground passages. Advance the adventurers far enough and they will be able to

travel together. Then rotate their positions to make them most effective. Take up the gauntlet; the challenge awaits.



from SQUARE

## KING'S KNIGHT™

TM & © 1990 SQUARED



# TO THE EARTH™

from NINTENDO

TM, Nintendo of America Inc.

The year is 2050. The ruthless Ragossians have invaded Earth with a deadly bacteriological weapon which threatens to destroy the human race. You are on the return portion of your mission to retrieve an anti-bacteriological antidote from the Neptune allied force base, Triton. Use your Zapper and precision aim to get through the Ragossians' cordon which surrounds Earth. You'll need nerves of titanium and the reflexes of a Targothian panther as the invaders attack you at warp speeds. However, your concentration must be at its peak when taking on the major sentries at the end of each of the four missions.



The display panel shows from left to right: your energy, score, and number of ships left in your squadron.



Shoot the hourglass for more time.



They not be afraid of slugs or life intensity of the space. Make your shots "Count."

Nintendo  
Zapper



This Party mode will stretch fast your reflexes and accuracy.



Several play options create lots of variety in this colorful new Zapper game by Bandai. Player number allows for up to four players in alternate play sequence. Choose either the Normal three stage mode or the Party mode. In the Normal mode, go from a wacky desert setting to a haunted house to the far reaches of a planet, teaming with aliens after two stages, you'll get a bonus stage where you can really rack up the points. Three skill levels and a continue feature and Green means options to give you just the right amount of challenge. The Party mode looks like a carnival shooting range and is a good place to challenge your aim and learn your Zapper.

from BANDAI

# SHOOTING RANGE™





## SESAME STREET ABC™

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Resources, Inc. Sesame Street and other signs are trademarks of Children's Television Workshop.

from **HIGH-TECH  
EXPRESSION**



The world's most lovable neighborhood is coming your way with another terrific game by High-Tech. Those wonderful Muppets are combining two main games in one Game Pak. In Letter-Go Round, Ernie, Bert, Big Bird, and Grover use a big carnival Ferris wheel to teach you the alphabet and spelling. There are six different games in Letter-Go-Round to give just the right challenge. Ernie's Big Splash has Ernie in the bathtub, but without his Rubber Ducky. In this cute problem-solving challenge, you must create a novel pathway to get Rubber Ducky to Ernie. Very well done, High-Tech! P.S. Happy twentieth birthday, Sesame Street!



Select the right letters from the Ferris wheel and you'll ring the bell!



Use Oscar the Grouch, Cookie Monster, or other friends to help move Rubber Ducky along.



## ADVENTURE OF DINO-RIKI™

from **HUDSON**

Back in prehistoric times, when dinosaur creatures ruled the planet, a young caveman named Dino-Riki decides to conquer the land to establish mankind's future in this savage world. Finding weapons of increasing power and special items, Dino-Riki must overcome hordes of little crazies and swarms of little buzzies. However, the greatest challenges are the Tyrannosaurus, Triceratops, Giant Cobra, Pteranodon, and worst of all, the Monster Fly. However, there are special items which will allow Dino-Riki to fly or give him speed. There is also an item which allows him to turn into Macho-Riki, a powerful super-caveman. But be careful; it's a jungle out there!



Shoot the right flower and get a heart to give Dino-Riki more energy.



Jumping the giant water pads is tricky and will take practice, so don't give up.





# PLAYER'S FORUM

## ■R.C. PRO-AM

Jesse Zarate ▶	Lovei, WY ▶	428,900
Hariz Kolenovic ▶	Palisades Park, NJ ▶	343,192
Danes Kolenovic ▶	Palisades Park, NJ ▶	335,093
Brian Lerner ▶	Miami, FL ▶	324,736
Joel Hynes ▶	Wausau, WI ▶	319,042

## ■BRAMPAGE

Jamey Johnson ▶	Wartrace, TN ▶	2,061,900
Joel Cost ▶	Grafton, WV ▶	2,061,900
Scott Hofmann ▶	Collegeville, PA ▶	2,023,500
Eric Astrup ▶	Jamestown, NO ▶	2,020,900

## ■RENEGADE

Ricky Lizo ▶	Park Ridge, NJ ▶	994,000
Scott Sullivan ▶	Cedar Rapids, IA ▶	802,813
Jonathan Nelson ▶	Black Earth, WI ▶	663,050
Michael Williams ▶	Beaumont, TX ▶	642,883

## ■ROBO WARRIOR

Jeffrey Smith ▶	Orange, CT ▶	3,379,400
John Truong ▶	Novi, MI ▶	1,525,300

## ■RUSH 'N ATTACK

Bradley Daways Hendry ▶	Sheffield, AL ▶	9,999,900
Chris Bromley ▶	Rugby, ID ▶	9,999,990
Mike Strande ▶	Racine, WI ▶	9,999,990
Tom Bukowicki ▶	LaGrange, IL ▶	9,999,990

## ■SEICROSS

Robert Creal ▶	Grand Bay, AL ▶	2,890,800
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## ■SUPER MARIO BROS.

Andrew Brophy ▶	New York, NY ▶	9,999,950
Anne Thompson ▶	Yucaipa, CA ▶	9,999,950
Blaine Hells ▶	Midland, TX ▶	9,999,950
Chad Speer ▶	Tulsa, OK ▶	9,999,950
David Mills ▶	Kearneysville, WV ▶	9,999,950
David Rigg ▶	Helena, AL ▶	9,999,950
Grag Nannery ▶	New York, NY ▶	9,999,950
Janet Blake ▶	Marionville, MI ▶	9,999,950
Tammy Murray ▶	Papier Bluff, MO ▶	9,999,950
Todd Aiken ▶	Hoffman Estates, IL ▶	9,999,950

## ■SOLOMON'S KEY

Jef Adkins ▶	Attica, NY ▶	13,420,910
Nancy Lane ▶	Bend, OR ▶	7,518,920

## ■STINGER

Diane Rebecchi ▶	Hayward, CA ▶	13,933,400
Joe Wikinski ▶	Glenview, IL ▶	12,067,300
George Rodriguez ▶	Callesco, CA ▶	11,338,800

## ■T & C SURF DESIGNS

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Cole Kraft ▶	Lorita, CA ▶	999,999
Chris Sullivan ▶	West Park, Calif. IL ▶	999,999
Daniel Dalocco ▶	Olney, MD ▶	999,999
Jason Barnhart ▶	Union Lake, MI ▶	999,999

Jason Killgo ▶	Stee Mountain, GA ▶	999,999
John Tennant ▶	Gainesville, FL ▶	999,999
Mark Cooper ▶	Council Bluffs, IA ▶	999,999
Rob Schlegel ▶	Allentown, PA ▶	999,999
Scott Foster ▶	Choctaw, OK ▶	999,999

## ■INDIANA JONES AND THE TEMPLE OF DOOM

Andrew Barnes ▶	Orange Park Area, GA ▶	9,999,999
Michael Zimmers ▶	Blairsville, PA ▶	9,999,999
Tory Smith ▶	Duncanville, TX ▶	9,999,999

## ■TOP GUN

Michael Stroke ▶	Linwood Park, NJ ▶	9,999,990
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## ■TRACK & FIELD

Bill Wright ▶	Seaside Hills, NJ ▶	999,999
Breck Pittmark ▶	Lundala, TX ▶	999,999
Brian Dickson ▶	Pittsburgh, PA ▶	999,999
Charlie Peterson ▶	Bonnie, IL ▶	999,999
Greg Hodge ▶	Mt. Vernon, IL ▶	999,999
James Hradecky ▶	Fredricksburg, VA ▶	999,999
Jason Golden ▶	Cottondale, AL ▶	999,999
Jeff Shebensky ▶	Las Vegas, NV ▶	999,999
John Murphy ▶	Ocala, FL ▶	999,999
Kevin Cable ▶	Albany, NY ▶	999,999
Mark Kennedy ▶	APQ New York ▶	999,999
Robby Beel ▶	Bath, MI ▶	999,999
Shinya Takahashi ▶	Houston, TX ▶	999,999

## ■WIZARDS & WARRIORS

Byron Tuly ▶	Cedar Rapids, IA ▶	999,999
Jamie Peckham ▶	Argyle, TX ▶	999,999
Mike Pasca ▶	Westville Grove, NJ ▶	999,999
Trey Cave ▶	Lakeland, FL ▶	999,999

## ■XENOPHOBE

Azee Byrd/Chris Yeap ▶	Dallas, TX ▶	999,990
Adam Basley ▶	Salt Lake City, UT ▶	999,990
Andy Craft ▶	Rialto, CA ▶	999,990
Brian Claus ▶	Wyoming, PA ▶	999,990
Cam Maizer ▶	Neenah, WI ▶	999,990
Jason Mullins ▶	Oayton, OH ▶	999,990
Jay Muzzo ▶	North Haven, CT ▶	999,990
Matt Knocade ▶	Teorikana, TX ▶	999,990
Michael Coyle ▶	Rochester, NY ▶	999,990
Mike Miller ▶	Glenview, IL ▶	999,990
Rick Denny ▶	Bal Air, MO ▶	999,990
Thomas Greene ▶	Philadelphia, PA ▶	999,990

## ■XEVIOUS

Jim MacDonald ▶	Attleboro, MA ▶	148,410
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## ■ZANAC

Alex Fox ▶	Federal Way, WA ▶	94,781,080
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## ■Send your high Score and be a Power Player!■

Have you been bragging about your great scores lately? Why not send them in and see how they stack up against the best players from Coast-to-Coast?

Send your Screen Photos to:  
Nintendo Power  
NES ACHIEVERS  
P.O. Box 97033  
Redmond, WA 98073-9733

Sory, photos submitted cannot be returned.





NINTENDO POWER PRESENTS

# PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS

## GAME BOY!!

### NEW COMPACT VIDEO GAME SYSTEM!



We told you a little bit about the Game Boy Compact Video Game System last issue. This time there's even more big news to tell. When Power Players flock to store shelves in search of Game Boy this fall, they're in for a surprise. Each Game Boy will include stereo earphones, a Video-Link Cable (for connecting two Game Boys), plus a Game Pak as part of the introductory package. Which game? Better hold on to something! It's Tetris!!

For those of you unfamiliar with Tetris, it was created by a Russian computer whiz and is one of the most intense and compelling games we've ever played. Originally designed for computers, Tetris has already generated an enormous following among PC users. The regular NES version of Tetris is making its way to your store later this year and it won't be long before Power Players everywhere will be bitten by the Tetris bug. Game play is basic. Turn, flip, and maneuver falling geometric shapes into solid patterns. Create a complete line and it will disappear earning you big points. Cinch, right? Uh-huh. Yeah. Sure.

There are four more interchangeable cartridges already announced by Nintendo for Game Boy as well as accessories which include a rechargeable battery, AC adapter and a carrying case. Licensee titles are yet to be announced. Game Boy should start appearing on store shelves in early September.



# DOUBLE DRAGON

Yet another arcade blockbuster comes home to the NES. Acclaim's *Double Dragon II* follows Billy and Jimmy Lee on their mission to rescue Billy's girlfriend. Yes, we know Jimmy was a villain before and pleaseeee don't write us asking for plot continuity here. Just trust us, look for hand grenades, fire bombs, and the "Cyclone Spin Kick." However, the big news with *Double Dragon II* is **TWO-PLAYER SIMULTANEOUS PLAY!** You and a friend can tackle this mission together.



**WE ARE TALKING  
2-PLAYER SIMULTANEOUS PLAY!!**

**Gossip**

## BIGFOOT

One of the most requested game ideas has been monster truck events, and Acclaim is delivering with *Bigfoot*. Watch for tractor pulls and mud races, overhead and side views, mud, water, rams, crashes, crushes, and of course, Bigfoot, the most famous monster truck of all time. Should be crunching your way later this year.



## TERMINATOR



Cast your peepers on these cool screen shots we managed to get hold of. Sun Corp



is preparing to unveil Terminator and we'll keep you posted as we learn more.

## GHOSTBUSTERS II



Hot on the actoplasmic heels of the current summer blockbuster with Bill Murray and co., is this sequel from Activision. Activision is known for its expertise with sound tracks and word has it that they've captured some of the songs as well as some scenes from the film.



## SUPER OFF-ROAD



A number one game in the arcades, the NES version by Tradewest is endorsed by Ivan "Iron Man" Stewart, the great world champion off-road driver. And it will be the first FOUR-PLAYER SIMULTANEOUS PLAY! We know what you're saying: "That's impossible! There's no controller for the NES that allows for four players!" Well, read on for earth-shattering news on the just announced NES Satellite.



### Gossip

#### MARVEL'S X-MEN

We played a little of this one from LJN and were pleased to find a bit of role playing involved with each X-Man having individual characteristics and powers faithful to the classic comic book. We wished they were larger, but then, they are mutants after all.



#### WELL...

We were going to write a spicy bit of info hara, but we got so caught up in playing the new NES version of Tetris that we ran past our deadline and ... and ... what? It's my turn? Okay. Be right there. Uh. . . Be sure to check out Tetris ... um ... we gotta go. Bye.

# BEFORE THE POWER COULD BE UNLEASHED... IT HAD TO BE HARNESSSED! NOW YOU HAVE THE CONTROLS!

As every Power Player knows, there's no substitution for great skill, unwavering concentration, and lots of practice. However, the top Power Players will tell you that the right controller can make a world of difference in game play and the development of expert skills. Spotlighted here are some new and upcoming controllers loaded with features and packed with Power-Nintendo Power. Which one is right for you?

## GIZMO



Gizmo has variable speed turbo, slow-mo, simulated stereo ear-phones, a ten-foot cord, and a non-skid surface. From Beeshu. Looks like a summer release at this point.

## DOUBLE PLAYER SYSTEM

Acclaim will soon be introducing its Double Player System which features a single infrared receiver and two controllers allowing TWO-PLAYER SIMULTANEOUS PLAY capability. The Double Player System has turbo, slow-mo, and an Auto Shut off to prevent battery drain. A summer release is likely.



## MOTHER SHIP

Suncom's new entry into the controller arena is the budget-wise pistol grip joystick, Mother Ship. Just insert the regular NES controller inside the Mother Ship controller and you're all set. It features a thumb button which fires A, B, or both at once. Another probable candidate for a summer release.



## NES SATELLITE

Well, we told you to keep reading and this is the reason. Nintendo's own NES Satellite is an infrared controller that will allow FOUR-PLAYER SIMULTANEOUS PLAY!! Look for it later this year. Watch for future 4-P title announcements right here!



## COMPETITION PRO



The Competition Pro control pad has curved styling for a comfortable hold, multi-function turbo, and slow motion. At present, it's still in development from Happ Controls.

## JOYCARD SANSUI

This Hudson controller is similar in size and configuration to a regular NES controller, but features individual 3-speed turbo settings and simulated stereo with earphones. No word yet on when it will be out.



## DOMINATOR MASTER CONTROL



Nexoft makes this controller with the formidable sounding name. It converts any controller or accessory (Power Pad, Zapper, NES Advantage, NES controller, etc.) to a remote accessory and includes turbo and slow-mo options. Figure the DMC to appear late summer/early fall.

Mindscape is developing an NES version of Shadowgate, the popular PC adventure game. Computer versions of Shadowgate have won prestigious game awards and word has it that the NES translation plays almost exactly the same.


**NES PLANNER**
**JULY**

 Red Devils  
 Colors Triangle  
 Footsies  
 Shooting Range

**AUGUST**

 Bugs Bunny's Crazy Castle  
 Guerrilla War  
 Hoops


As usual, things are really brewing at Konami. Check out the shots above from Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and Silent Service. We also know that Ultra is hard at work on Top Gun II. We'll keep you posted.


**GAMES  
 RELEASED  
 FOR THE  
 FUTURE**

Adventure of Dio-Riki!

 Air Fortress  
 Back to the Future  
 Bad Street Brawler  
 Neck Bass  
 Zaxxon Kid  
 Castles of Dragon Warrior  
 Duck Tales  
 Foster's Guest  
 Godzilla  
 Jordan vs. Bird: One-On-One  
 King's Knight  
 NFL Football  
 RoboCop  
 Seamus Street ABC  
 Silent Service  
 Sky Shark  
 Stealth Eagle

 Tetris  
 The Battle of Olympus  
 The Uncanny X-Men  
 Three Stooges  
 Thundercade  
 Twin Eagle  
 Who Framed Roger Rabbit?  
 Pro Action  
 NES Football  
 Short Guts/Eggheads  
 Trick Shooting  
 To The Earth

 Tetris  
 Romance of the Three Kingdoms  
 Ironsword: Wizards & Warriors II

Nintendo's own NES Play Action Football is in development. The players are based on real life players and they'll get tired so you'll have to substitute just like real football. This one's already a favorite among many of the Game Play Counselors. This game will also have a 4-player feature to use with the NES Satellite. Expect it to be kicked-off this fall.

Hey! Look what's coming soon to stores near you. Also get an insider's look of future releases.


**BE SURE TO CHECK OUT THE SEPT/OCT ISSUE OF NINTENDO POWER!**

As we went to press, everyone was gearing up for the June Consumer Electronic Show. There's a lot of whispers and excitement (which is driving the Gremlins nuts), but security has been tight because everyone was saving their big surprises for CES (which drives the Gremlins nuttier). However, look for a special Pak Watch next issue when we'll give you the low-down on all the high-tech happenings at CES!

*By Jeff Labrecque, Editor*

# THE FIRST ANNIVERSARY

## NINTENDO POWER™

Nintendo Power has been going strong for a year now, and to celebrate, we decided to do a special feature on 1-Ups! That's right, three pages on how to find extra lives in your favorite games.

# 1-YEAR 1-UP SPECIAL

1 YEAR DOWN  
AND FUN TO GO!

## SUPER MARIO BROS.™ 2

And what would a 1-Up special be without a look at the hottest game for the NES?



World 1-1.



Enter the first jar in World 6-1.



World 2-2.



Don't miss this jar in 1-2!



You can also gain 1-Ups by playing for a Bonus Chance at the end of each world.



World 5-1.

# NOW HERE'S A LISTING OF THE 1-UPS GAMES FOR THE NES THAT WILL PUT YOU

# IN 12 OF THE HOTTEST 1-LEG UP ON THE COMPETITION!






## SCORING COMMANDO

Sometimes it seems like a rocket launcher and a bionic arm aren't going to be enough to rescue Super Joe, but if you find these two 1-Ups, maybe you can better the odds.

Get this 1-Up in Area 6.

Find a 1-Up in the first room in Area 15.

## ZELDA II: THE ADVENTURES OF LINK

There are six Link dolls hidden in Hyrule that will give you a 1-Up.

In Palace 6.

South of the Bridge.


In the swamp north of Saria.

In the graveyard.

In Palace 7.

North of Old Kusuto.






## SPINNING TOP

Find a 1-Up in Stage 1 by this rock.

Near the end of Stage 2.

In Stage 3 between the two Moai heads.

Find a final 1-Up left of this rock in stage 4.







## GYRASS

Be sure to look for these 1-Ups in Gyrrass, but remember that they will only appear in the bonus stages.

1up



## NINJA 外伝

1-Ups hidden in the canniest

World 4-2.

World 5-3.

World 4-1.






## SELENE'S KEY

Every time you collect ten fairies, Dana gets an extra life.

Get the Ball of Lyrac and call out the fairies.




## SUPER MARIO BROS.

Jump on the hidden coin box to find this in World 2-1.

World 4-1.

World 6-1.

World 8-1.


Watch out for Bullet Bill!




World 3-1.



World 1-1.

Get this before entering the Coin Room in World 7-1.

On the ceiling in World 1-2.



## Mega Man

Give Mega Man a fighting chance!

Guts Man Stage.

Ice Man Stage.

Bomb Man Stage.

Dr. Wily Stage.

Dr. Wily Stage.



## SUPER PITFALL

Above the balloon.



Below the warp to Rhonda.

Right of the Start point.

Next to the long ladder.

In Rhonda's Area.

Just above Rhonda.





## XEVIOUS

These 1-Up flags are hidden throughout Xevious. They are usually found in the rivers, but not always.



Find this 1-Up in the first stage.




## ZAXX

Every Sart is worth between two and six 1-Ups, but the locations of the Sarts can vary. If you are sure to get every one, you'll be able to destroy all 12 Areas of the System and save mankind.

Shoot the Sart several times to get 1-Up's.


Take it from me, Nintendo Power is the source for game play information.



## ONE HUNDRED YEARS OF NINTENDO!



In 1889, Thomas Edison was busy inventing electric light bulbs and no one had even imagined video games. That was the year when Fusajiro Yamauchi, whose great grandson is now president of Nintendo Company Ltd., began manufacturing traditional Japanese style playing cards called "Hanafuda." He was determined to produce the finest cards available and to give his customers the biggest yahoo for their yen. His playing cards were sold all over the world.

Western style cards (hearts, clubs, etc.) were introduced to Japan by Nintendo, and by 1953 the company had become the first to manufacture and mass produce plastic playing cards. Pretty high tech for the time. Six years later, they printed Disney characters on a new line of cards for kids. Again, Nintendo led the way.

They also aimed at the electronics industry. 1970 was the year, and the Beam Gun series became the first electronic toy in Japan. After that came a laser clay target system, then a 16mm arcade projection game followed by a game system using video recorders and the first microprocessor ever used in a video game. As technology moved on, so did Nintendo.

Since then, Nintendo has moved from arcade classics like Donkey Kong, introduced to America in 1981, to the best selling home video game system in history—the NES. With characters like Mario and Link blazing new trails into the realm of fun, Nintendo is confident that the next 100 years will be even better than the first. After all, Nintendo is committed to excellence. And that is a commitment to you.

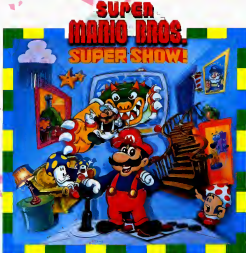




You know 'em. You love 'em. You can't live without 'em. And now the world's most famous sibling plumbers are heading your way in a bright new television series! It's called **The Super Mario Bros. Super Show** and should delight audiences of all ages.

The show is a combination live action/animated cartoon series. The live action portion of the show is set in the basement of Mario's and Luigi's plumbing store in Brooklyn and it centers around the brothers' whimsically bizarre escapades. Special guest stars from the worlds of music, sports, and entertainment will be stopping by to share in the brothers' misadventures.

The animation part of the series will remain faithful to the "Super Mario Bros." game world and will basically pick up on the boys' adventures where the games leave off. The cartoons will expand upon the lore and richness of the Super Mario Bros. universe and should bring even more enjoyment to the games for loyal Power Players. The Princess and Toad are sure to be on hand as well as a mushroom



or two and the not-so-friendly faces of Koops and Wart. Mario and Luigi will be able to be seen Monday through Thursday each week. However, Friday's show will feature the exploits of Hyrule's favorite couple, Link and Zelda. These cartoons will give fans a broader vision of Link and Zelda's adventures. Look for a "Moonlighting" type relationship between Link and the princess. Word has it that Zelda will be two years older than Link and the age difference may set the stage for some problems for our young hero. Link is also set to have a guardian/mentor who believes that to magically save the pair would deny them character building experiences. Naturally, Genon will be on hand to cause much grief to the fine citizens of Hyrule.



The show is under the direction of producer/director Steven Binder and his team. They are the same group that brought you "Fee Wee's Playhouse." The animation is being created by the wizards at DIC. Their past efforts include "The Real Ghostbusters" and "Alf" cartoon series. With the creators, producers, directors, animators, and writers all being tops in their fields, the result should be nothing short of spectacular.

The atmosphere of the show will be light-hearted with irreverent comedy taking the spotlight. It is scheduled to appear on your very own television screen around the second week in September. Check your local TV listings for specific times and dates. Awesome.





## Celebrity Profile on Michael Dorn for Nintendo Power

### Down on Earth or out in space, Michael Dorn knows how to have fun.

Imagine that you are Link. Then imagine the villainous Ganon sending his evil minions to stop you cold in your tracks. The thought is enough to send a chill down any spine. But what if you were from a race of fanatic warriors whose courage never failed, like the Klingons? Do you think Ganon would mess with a Klingon?

At this time, we know of only one Klingon who has faced Ganon. And fortunately, the booming voice of Lt. C.J. Worf belongs to an unusual Klingon. Worf is the only one of his kind to associate with humans. Remember, Klingons were once the most feared foes of the Federation. As an officer aboard the Starship Enterprise on "Star Trek: The Next Generation," he is even more of an exception to his origins. You see, he's as loyal to his human crew as Mario is to Luigi. However, deep in his heart he believes that he deserves to be Captain of the Enterprise.

Here on Earth, it's not Worf's skills as a starfleet officer that are in question, but rather the Nintendo playing skills of Michael Dorn. He is the actor who portrays the wolfish Worf, and he's a great fan of the NES. In real life, it takes two and a half hours to transform the handsome Californian into a



Pictured here, Michael Dorn is unrecognizable as Lt. C.J. Worf.

menacing Klingon. And in real life, Michael's favorite game is Duck Hunt. "Because," Michael says, "when I was younger, my brother and I played Indians, and for some reason Duck Hunt reminds me of Indians. I could play forever!"



Watch out, Ganon! Duck Hunt!

Michael thinks that Worf would play Nintendo if, "the game was very serious... maybe a cross between The Legend of Zelda and Punch-Out!"

Michael hasn't always portrayed such chilling characters. For three years he played officer Jed Turner on "CHiPs". And, on the big screen held small supporting roles in "Rocky" and "Jagged Edge". Other than playing Nintendo games, his two favorite pastimes are playing Rock 'n' Roll with a band and flying airplanes. Michael says the band is purely for fun, while taking flying lessons relaxes and clears his mind. Whether as a Klingon or human, we think the evil Ganon has met his match in the likes of Michael Dorn.

# Vic Tokai Golgomania!

—hot competition  
—pro tips  
—prizes  
—fun



## West Coast Malls Host Super Spy-athon!!

Back in April, if you had been at either the Lakewood Mall near Los Angeles, or the Everett Mall north of Seattle, you would have seen a spectacle of would-be spies all competing against each other and Vic Tokai's intriguing thriller, Golgo-13, for prizes, laughs, and the chance to meet other Power Players face to face. Tom Grice, Master Gameplayer from Vic Tokai, got the show on the road with a dazzling exhibition of Golgo-13 secret maneuvers. After that, everyone got into the act. Players from eight years old to thirty battled their way through play-off rounds towards the final.

In Everett, the Championship went to Bobby Enache. Dustin Henderson was a close second place with Bill Salfelder right behind in third. In L.A., Carmelo took the honors while Steve Harris placed second.



A winner exhibits what his wall dressed spy will be wearing this year.

Parents, friends, competitors, and mall-goers gathered for the final round action. Tom Grice noted how "It really got intense. Everyone was screaming and cheering. It was great, like a horse race!" Each of the three finalists set out on his mission while the crowd pushed closer and the tension mounted. When the smoke cleared, it was time for the prize ceremony. Carmelo, Steve, Bobby, Bill, Dustin, and even the semi-finalists came away winners, like Shawn Henderson, Dustin's sister. All in all, it was a great day of gaming with a great game. If this catches on, look out; malls may never be the same again!

## What's New / What's Happening / What's Hot

### TDD

Telecommunications Devices for the Deaf

#### A New Service Breaks The Sound Barrier!

We don't often think about the miracle of technology that makes the NES possible or the tremendous benefits that technology brings to many people. Telecommunications Devices for the Deaf—or TDD—is one application of technology that makes a great impact on the lives of its users. The heart of the system is a small computer that connects to a phone line. This device can send and receive typed messages to anyone who is also equipped with such a system. For deaf people, TDD provides a link to businesses, services, and emergency help.

Here at Nintendo, the idea to incorporate TDD into our Consumer Services came from two TDD users—Anthony Napoli of Rochester, NY, and Don Russell of Glencoe, CA.



A Nintendo representative, Karl Franz, went to work on a proposal after talking to both boys through a TDD relay service. He discovered that hundreds of TDD users

around the country were avid NES players. Through Karl's efforts, we are now able to announce the advent of our own TDD service. TDD users should call 1-800-422-4281 for consumer service help. For game play, they should call 206-883-9714. Customers should leave a message and we'll call back. Please remember that since special equipment must be used to reach us on the TDD line, calls from regular phones will not work.



# NINTENDO POWER™

## COMING UP NEXT IN THE SEPTEMBER/ OCTOBER ISSUE OF NINTENDO POWER!

### SUPER MARIO BROS. 2 TIP BOOK

Be here for the second installment of our super Nintendo Power bonus tip book. More tips, hints, and secrets moving into the higher stages of SMB2. Don't leave home without it!

### DRAGON WARRIOR

Get ready to roll up your sleeves, put your strategy cap on, and tackle a few slimes and some real ornery drakees. More R.P. (Role Playing) excitement with this long-awaited Japanese megahit.

### FESTER · ROGER RABBIT · DUCK TALES

You've already had a taste of this oddball trio. Well, prepare yourself. Full reviews of each whacko game, complete with aliens, 'toons, and things that go bump on your screen. Delightful madness abounds.

PLUS: NES Journal, Counselors' Corner, Video Shorts, Classified Info, Pak Watch, and if you've finished your homework and done all your chores . . . we'll tell you about all the major goodies at the summer Consumer Electronic Show! No lie. Be here or be bummin'.

### TO THE READERS

Happy Anniversary, Readers! This issue marks our first year of publication. And what a year it was! We broke several publishing records and are currently **THE FASTEST GROWING SUBSCRIPTION MAGAZINE PRINTED IN THE UNITED STATES!!!** And we couldn't have done it without all of you—our loyal and happening Power Players. Now **THAT'S** playing with power!

Great changes are taking place, too. We hope you like the new format of Nintendo Power. It will make it easier for you to take out the special tip books and save them. (Be sure to do that, by the way. They're collector's items, you know!) Look forward to more great tip books in the future as well as more reviews, tips, tricks, and all sorts of inside info. The posters are bigger and better, too. Only Nintendo Power provides these extra special bonuses to our Power Players.

We'll be covering lots of action in these pages in the coming months, keeping you advised of incredible new games, state-of-the-art innovations, newsworthy events, and what's happening everywhere in the world of Nintendo. If your subscription ends with this issue, it's time to POWER-up (renew your subscription) and not miss one single valuable issue of Nintendo Power.

Hope you're having a super summer.



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## Back Issues Available Now!

Collectible Favorites: By popular demand, we are offering Nintendo Power subscribers a chance to order these six classics. Packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form in front of the magazine.



Also in this issue: Double Dragon+Contra+Wheel of Fortune+Jeopardy+plus foldout map of Zelda's Second Quest.



Also in this issue: Hudson's Adventure Island+Strider+Cobra Triangle+Bayou Billy+plus foldout Strider poster and The Complete NES Game Directory.

### Jul/Aug Issue

### Mar/Apr Issue



Also in this issue: Life Force+Renegade+R.C. Pro-Am+Golgo 13+Blaster Master+plus fold out map of Simon's Quest.



Also in this issue: Wreckedman+Seaside Street 1-2-3+Marble Madness+Operation Wolf+Metal Gear.



Also in this issue: Life Force+Mega Men II+Dragon Warrior+Faxanadu+Fester's Quest+Clash at Demonhead+plus foldout Mega Man II poster and Life Force Maps.

### Sept/Oct Issue

### Jan/Feb Issue

### May/June Issue



Also in this Issue: Blaster Master+Anticipation+Blades of Steel+Cobra Command+Reckit Attack+Mickey Mouse+cade+foldout Blaster Master Poster

## BOOKS

### TIPS FROM THE PROS

These are HOT! The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to win at Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for \$4.95 each, just fill out the order form in front of the magazine.



### Nov/Dec Issue

# PLAYER'S POLL CONTEST

## 5 Grand Prize Winners



### OFFICIAL RULES (No Purchases Necessary!)

- ★ Meet Howard Phillips.
- ★ Play games with Nintendo Game Counselors.
- ★ Test unreleased game program.
- ★ Tour Seattle.
- ★ 5 Lucky Winners!

To enter, just fill out the Player's Poll response card. Or print your name and address on a plain 2x6 piece of paper and mail to:  
**NINTENDO POWER**  
 PO Box 97062  
 Redmond, WA 98073-9762

One entry per person please. All entrants must be U.S. residents. All entries must be postmarked no later than August 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about August 31, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purposes of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No

substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after September 15, 1989 by sending a self-addressed envelope to the address listed above.

Trip to Nintendo Headquarters: Nintendo will arrange air travel and hotel accommodations for the five selected winners. If the chosen winners are under the age of 18, the winner must be accompanied by an adult. This special 4-day excursion, scheduled for October 6-9, 1989 is subject to accommodation and airfare availability. Some restrictions apply. Winners must be willing to travel on specified dates.

Contest not open to employees of Nintendo of America Inc., their affiliates, agents or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE where prohibited by law, and is subject to all federal, state, and local laws and regulations.

## 10 Second Place Winners

Game Boy  
 Nintendo's new compact video game system



## 50 Third Place Winners

The exclusive Nintendo Power Jersey

### March/April Player's Poll Contest Winners (Nintendo Power Awards '88)

F. Name	L. Name	City	State	Stephen	Lea	Norwalk	CA
Troy	Abruzzo	St. Petersburg	FL	Raymond	Lo	San Bruno	CA
Gretchan	Austin	Taylorville	NC	Brad	Miller	New Freedom	PA
Corey	Beall	Fairfield	IA	Dave	Morrissey	Wilmington	DE
Dennis	Blair	Levelland	TX	Tony	Myers	Marlow	VA
Patrick	Conception	Milliani	HI	Tammy	Porterfield	Trumann	AR
Mark	Donovan	Pearl River	NY	Eddie	Reed	Batesville	MS
Dan	Ferraro	Duluth	MN	Todd	Schuble	Palos Heights	IL
Lynn	Foster	Covington	GA	Phillip	Shimmers	Costa Mesa	CA
Chad	Guido	Traton	NJ	John	Shumate	Louisville	KY
John	Hines	Holly	MI	Travis	Upton	Maumee	OH
Scott	Husmann	Lansing	MI	Mike	Waterfield	Hammersville	OH
Steven	Koehle	Tulsa	OK	Scott	Westgard	Bismarck	ND

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from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.  
From the original editors and writers,  
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.  
Either by donating classic magazines, scanning, editing or distributing them,  
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines  
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.  
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*Thank You and ENJOY!*

